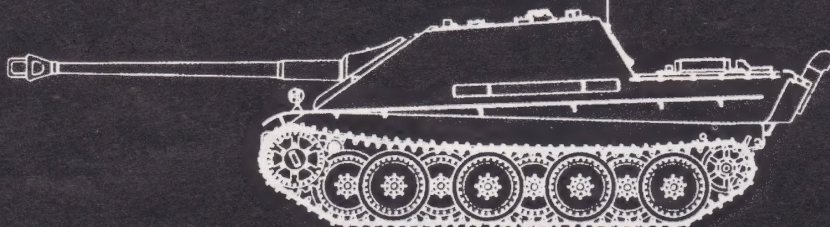




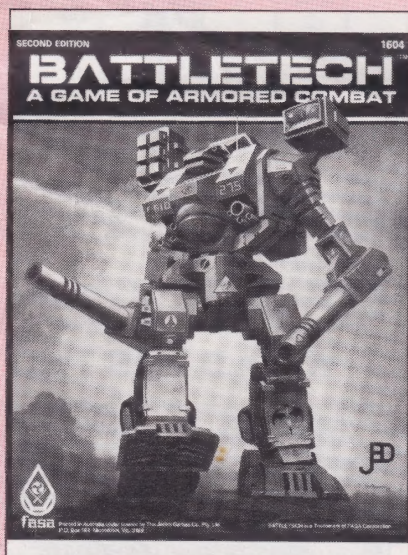
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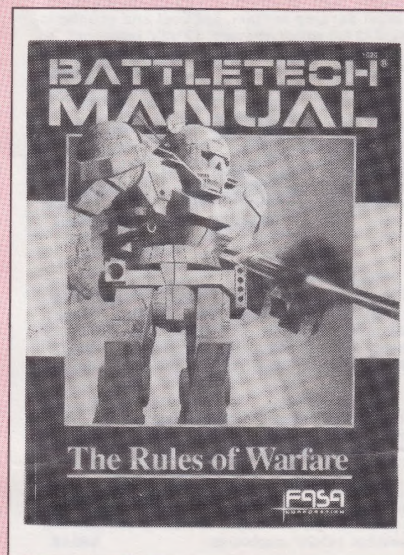
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The **BATTLETECH MANUAL** is one of the many supplements for **BATTLETECH**. This particular item is a 104 page soft-cover rulebook. The contents are divided into three sections; the first deals with rules for **BATTLETECH**, with an account of the basic mechanics of play and an array of optional material that covers everything from artillery and repairs to night combat and underwater operations. The second part of the manual covers the **AEROTECH** rules, introducing 'Mech transporters and tactical air combat. Again an optional list offers the players more detail to their games if they so desire. The final part of the book is concerned with 'Mech, vehicle and fighter construction; as well as general notes on buildings and bunkers. Full record sheets are provided. An index and two quick-reference charts are included for ease of play. This product is the culmination of several boxed sets, it cannot be used without **BATTLETECH**, but is ideal for those players who have otherwise got access to the game through friends. **\$12.00**

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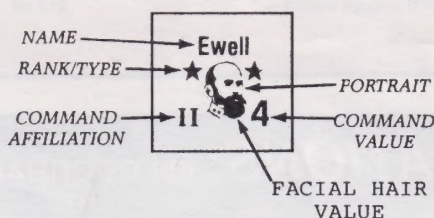
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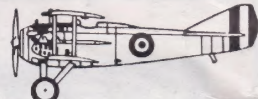
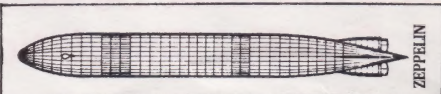
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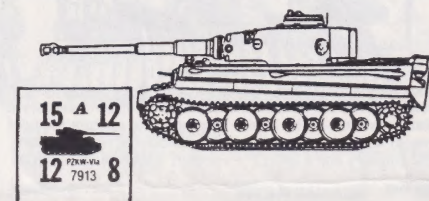
Recreates the Allied drive across France to the Rhine, and the stubborn defense by Germany's Wehrmacht and feared SS. 160 large counters and a 20"x36" mapboard. **\$50.00**

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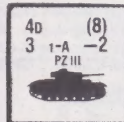
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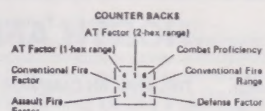
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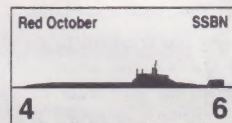
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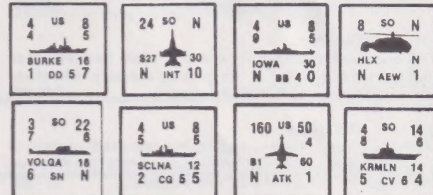


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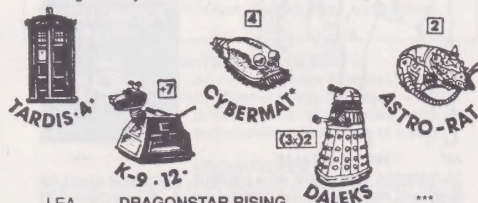
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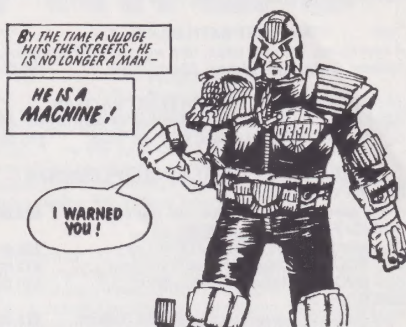
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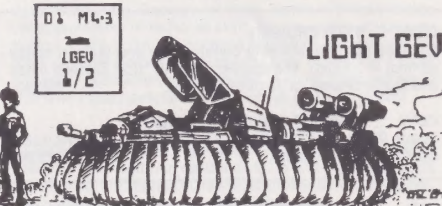
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Detailed game of starship construction and tactical space combat in 2300AD. 168 counters, two 31"x22" starfield maps and Status Sheets for 36 different ships. **\$50.00**

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Status Sheets and historic data for 46 new **STAR CRUISER** starships. Fully illustrated. **\$25.00**

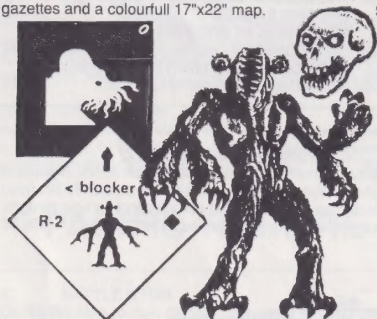
STE AWFUL GREEN THINGS FROM OUTER SPACE*

The wacky crew of an exploration ship frantically try every impromptu weapon in their craft to destroy a growing hoard of invading monsters. 137 counters and a 12"x21" map. **\$18.00**

FANTASY

CHA ARKHAM HORROR

1-8 fearless (but stupid) investigators try to save Arkham from an invasion of H.P. Lovecraft's loathsome Cthulhu creations. 99 cards, 50 monstrous counters, 56 bank notes, 2 Arkham gazettes and a colourful 17"x22" map. **\$50.00**



GAM BLOOD BOWL

Fantasy Gridiron. Taunt, maim and then kill the opposition before scoring a few touchdowns for luck! 115 two-sided colour players with stands and 16"x32" mounted pitch. **\$50.00**

GAM DEATH ZONE

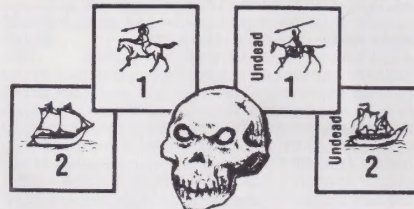
New rules, including magic and Campaign play. 178 two-sided colour players (plus THRU!) for six new teams. Features the most amusing and entertaining rulebooks ever written. **\$35.00**

GAM CHAOS MARAUDERS

A fun & fast card game for 2-4 players involving the mindless struggle for power between several savage Orc tribes. 112 colour cards representing squads, heavy weapons, individual heroes & leaders and equipment. Plus 4 playsheets. **\$40.00**

AH DARK EMPEROR

The divided, but formidable, human kingdoms must oppose a great Necromancer and his vampiric host. Play features diplomatic, magical & military factors. 260 counters (with 'Undead' backprint) and a unique 22"x32" mapboard. **\$50.00**



AVA DINOSAURS OF THE LOST WORLDS

1-4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! A fun game of discovery and dinosaur bashing, with a 16"x22" mapboard, 60 cards, 65 colour counters and 15 great scenarios. **\$40.00**

TSR DRAGONLANCE

Warring Dragons in a battle to retrieve the Dragonlance from a forbidding castle. Two levels of play. Contains colourful plastic miniatures and a geographically detailed board. **TBA**

GAM DUNGEONQUEST

1-4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall. Includes 115 colour room tiles, 68 monster counters, 174 cards for beasts, traps & treasures and a 23"x22" mapboard. **\$60.00**

GAM HEROES FOR DUNGEONQUEST

A boxed set featuring 12 metal miniatures, 12 character sheets, 43 new game cards and 3 plastic tokens. **\$40.00**

WES KINGS & THINGS

2-4 nobles explore the land of Kadab, collecting treasures, mustering armies of motley creatures, recruiting powerful heroes, building castles and beating the crap out of each other! 48 colour land tiles and 351 terrific counters. **\$50.00**



AH MAGIC REALM

16 fantastic characters on a perilous, grandiose quest for glory and riches in a vast magical world. 20 land tiles, 121 cards and 476 counters. Very detailed magic & combat. **\$40.00**

VIC A NIGHTMARE ON ELM STREET

2-6 players flee the Nightmare Maze and Freddy's terribly unfriendly psychopathic tendencies. Two 16"x22" mapboards and 200 illustrated event cards. **\$60.00**

STE NECROMANCER

Two very angry Wizards beat the crap out of each other with noisome legions of skeletons and zombies. 11"x17" map and 112 back-printed counters. Fun for all the family! **\$12.50**

GAM TALISMAN

2-6 adventurers seek the Crown of Command whilst collecting treasures, followers, equipment, magic items and wounds from ferocious critters. 182 colour cards and a beautiful map. A very entertaining fantasy quest. **\$27.00**

GAM TALISMAN: THE ADVENTURE

56 extra cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events and 6 new Characters. Plus 6 large colour character sheets and 6 cards for alternative game endings (both nasty & fun). **\$22.00**

GAM TALISMAN EXPANSION SET

70 full-colour cards (including 14 new Characters). **\$22.00**

GAM TALISMAN: THE DUNGEON

The subterranean extension of **TALISMAN** with 54 colour cards (with 14 new characters) & a 11"x16" mapboard. **\$30.00**

GAM TALISMAN: TIMESCAPE

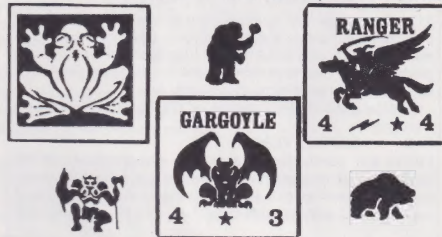
A parallel alien world. New Sci-Fi Characters, Hi-tech Treasures, Followers, and star-spawned Monsters. Contains 62 colour cards (8 new characters) and a mapboard. **\$30.00**

GAM THE FURY OF DRACULA

2-3 investigators hunt for Dracula in 1898 Europe, features hidden movement, supernatural powers and a host of other gothic horror surprises! 16"x20" mapboard, 140 colourful counters, 60 event cards and 4 exquisite miniatures. **\$50.00**

AH TITAN

2-6 Titans muster legions of monsters & wizards whilst trying to eliminate each other. Uses strategic movement with tactical combat resolution. 621 counters, 16"x22" master mapboard and eleven 8"x11" Battleland maps. Great! **\$40.00**



STE UNDEAD

Count Dracula is stalking London, leaving a trail of desiccated corpses and undead victims with ghoulish appetites in his wake! 112 colour counters and three mini maps. **\$12.50**

PAC WABBIT WAMPAGE

Battle other bunnies for carrots, attack farmer Brown for revenge, torch the barnyard, blast old Fido off the board, etc. A crazy host of characters engage in a battle for the farm yard. 13"x17" mapboard, 70 counters and 48 cards. **\$45.00**

PAC WABBIT'S WEVENGE

They skinned his kin, and now they're going to pay... Wambo Wabbit vs. the township in a mad battle that uses everything from zeppelins to ray guns. **\$45.00**

GAM WARLOCK OF FIRETOP MOUNTAIN

A Fighting Fantasy boardgame fraught with money, monsters and masterful artwork. Characters face the denizens of the dungeon in a mercenary quest for riches. With 98 colour cards, 50 Adventure sheets and a 22"x23" mapboard. **\$50.00**

WARHAMMER

A detailed system for skirmish encounters or bloody campaigns involving miniatures or cardboard units representing the full spectrum of fantasy combatants.

CIT WARHAMMER FANTASY BATTLES RULES

3rd Ed. rules of warfare that include chariots, aerial combat, heroes, character levels, champions, Generals, Wizards, Elite units, special forces, camp followers, leadership, formations, war beasts, war engines, racial types and more! Includes templates and a plethora of illustrations. **\$40.00**

WARHAMMER SUPPLEMENTS

CIT BLOODBATH AT ORC'S DRIFT

4 scenarios with maps, 168 colour counters, 10 cardboard 25mm buildings and 10 extra Command Sheets. **\$36.00**

CIT BLOOD ON THE STREETS

Contains 12 cardboard 25mm buildings plus scenario **\$25.00**

CIT RAVENING HORDES

Some more new rules including complete Army lists for ten races and information on competition games. **\$20.00**

CIT THE TRAGEDY OF MCDEATH

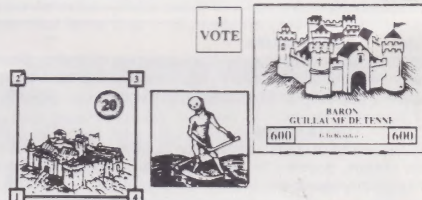
Campaign scenario. 213 counters, 7 cardboard buildings & 25mm castle plans. **\$25.00**

CIT TERROR OF THE LICHMASTER

Mini-campaign. 127 colour counters and 14 cardboard 25mm buildings. **\$25.00**

GAM WARRIOR KNIGHTS

A kingdom torn apart by bloody civil war & anarchy, the king lies dead, murdered by a traitor's hand, whilst the forces of scheming Barons ravage the countryside and war upon their rivals. 251 cards, 558 counters & 16"x22" mapboard. **\$60.00**



AH WIZARD'S QUEST

2-6 Armies, with assorted Heroes & Sorcerers, search the island of Marnon for three treasures whilst avoiding the despotic dragon and fighting off wild orchid herds. 404 counters and a 22"x24" painted mapboard. **\$45.00**

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Pilot a B-17 Flying Fortress in 50 deadly raids over France & Germany. Each mission is evaluated for accuracy and enemy attrition, and awarded with pilot promotion. Every aspect of command is covered, from gunners to the bomb/fuel ratio.

B-24

A flight & combat simulator that challenges you to fly 19 dangerous bombing raids over the Axis' oil refineries at Ploesti, Rumania. A campaign to shorten the war in Europe by reducing the oil production flow to Hitler's war machine.

BALTIC 1985

Third game in the *WHEN SUPERPOWERS COLLIDE* series. NATO forces must carve open a corridor across East Germany, through the Warsaw Pact front line, to rescue the Berlin garrison. Battalion level with Divisional integrity and air power.

BATTALION COMMANDER

Now you can direct a modern American, Soviet, or Chinese armored battalion against the forces led by the computer. Five scenarios with a choice of 40 tactical terrain maps.

BATTLES IN NORMANDY

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridge-head. Relive the massive Allied invasion of Northern France in June 1944, a bold mechanized thrust that marked the beginning of the end for Germany. Uses the same mechanics as *BATTLEFRONT*, with all the great system features, plus a design application for developing your own scenarios.

BATTLEGROUP

Sister-game to *KAMPFGROPPE*, recreating tactical combat on the Western Front. Includes every major German, US, and British tank, gun, and weapon used on this front from 1943-45. Units range from individual vehicles to battalions. New rules such as stacking limits and troop morale are included.

BATTLE OF ANTIETAM

A grand tactical simulation of the Civil War's bloodiest battle. Has three levels of play, and zoom-in, zoom-out map display. Units are at demi-brigade scale with combat resolved down to the last man or artillery piece. Each turn equals 30 minutes.

BATTLECRUISER

A good naval game that uses the same system as *WARSHIP*. Recreates individual ship-to-ship combat in great tactical detail. Contains 79 ships from WWI Germany & Britain, plus 79 major WWII British, French, German and Italian vessels.

BATTLEFRONT

A recreation of WWII Corps-level combat. The game features a great range of unit types with a complete and accurate battle environment. Four scenarios, Crete, Stalingrad, Saipan & Bastogne: plus a comprehensive scenario design kit.

BROADSIDES

A game of non-stop naval action in which you can re-enact legendary engagements from the bold age of fighting sail.

CARRIER FORCE

Recreates four major naval engagements in the Pacific; Santa Cruz, Midway, Solomons and Coral sea. Every major warship and plane is fully accounted for and battles are resolved right down to the last aircraft.

CARRIERS AT WAR

A game of land based, aerial and naval combat between America & Japan, with five historical scenarios. Using SSG's unique menu and design systems, new scenarios can be created for any other theater.

COMPUTER AMBUSH

Squad-level, West front, man-to-man combat - very detailed small unit actions. Features Hidden movement, individual soldier characteristics and a squad self-design option. New improved edition is 40 times faster than before.

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR

Vol 1.

Six scenarios from the War between the States - First Bull Run, Shiloh, Second Bull Run, Antietam, Fredericksburg and Chancellorsville. With a new easy-to-learn menu system, plus the *WARPLAN* wargame construction set & the *WARPAINT* graphics editor for detailed scenario creation.

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR

Vol. 2.

Scenarios include - Chattanooga, Chickamauga, Gettysburg, Gainesmill, and Stone's River. Plus *WARPLAN* & *WARPAINT*.

EUROPE ABLAZE

Three scenarios that depict all aspects of the air war that raged over Britain and Germany between 1939 and 1945. SSG's game system covers every detail of the war, including weather, cloud cover, flack & jets. Plus a scenario design kit.

FIELD OF FIRE

Assume command of 'Easy' Company, in a campaign game that leads them through eight battles in North Africa and Europe. Historically accurate simulation with hi-res graphics.

FIRE BRIGADE

The battle for Kiev, 1943, one of the most decisive & mobile battles of WWII. The assault by the *elite* 3rd Guards Tank Army could split the German front and isolate Army Group South. Balck's 48th Panzer Korps ('The Fire Brigade') must commit itself for a counter-attack. With beautiful hi-res graphics set in a stunning strategic layout, plus variable skill levels.

GEMSTONE WARRIOR

A graphic, 'real-time' adventure in which a single adventurer, armed with an arsenal of weapons and magic spells, must descend into the dark realms of the Netherworld to recover the five pieces of a shattered artifact called the 'Gemstone'.

GEMSTONE HEALER

The 'Gemstone' segments have been retrieved at great cost to the hero who first ventured forth in the *GEMSTONE WARRIOR*. Now he/she must return to the horror of the Netherworld and find the tools to repair the sacred gem - life's pretty tough for heroes!

GERMANY 1985

First of the series *WHEN SUPERPOWERS COLLIDE*. NATO must repel an invasion of West Germany by Warsaw Pact forces. With beautiful colour graphic displays, a sophisticated movement system and realistic combat rules. Battalion scale.

GETTYSBURG

What started as just a skirmish, became the Turning point of the American Civil War. One or two players can re-enact this great battle, with 3 levels of play, zoom-in zoom-out screen and accurate combat rules.

HALLS OF MONTEZUMA

From the capture of Mexico City in 1848 through two World Wars, Korea and Vietnam, the U.S. Marine Corps has a combat record second to none. This is based on the *BATTLEFRONT* system, and includes *WARPAINT* (which gives complete graphic control over the icons), and the *WARPLAN* design option for endless scenario creation.

KAMPFGROPPE

Nominated as one of the best computer simulations ever, this is for the wargamer wanting a superior tactical game covering the Eastern front. It has all the major tanks, tank destroyers, assault guns, AT guns, transport vehicles, support weapons and infantry guns, that saw action in Russia from 1941-45. Platoon scale with individual troop & AFV combat resolution.

KAMPFGROPPE SCENARIO DISK 1

For two players or solitaire. With 5 scenarios: BRIDGEHEAD, PANZER THRUST, BERLIN 1945, EAGLE'S NEST and INFERNO.

KNIGHTS OF THE DESERT

One or two players can now re-create Rommel's famous campaign in North Africa. Players sweep the desert with their forces in an attempt to take control of key cities, such as Benghazi and Tobruk, and establish a strong line of supply.

MECHBRIGADE

A tactical simulation of an invasion of West Germany by the Warsaw Pact. Includes all the major vehicles, weapons, equipment & helicopters of Russia, West Germany, America, and Britain. Combined-arms action using the detailed *KAMPFGROPPE* combat resolution system. Four scenarios.

NAM

Six scenarios, from city fighting in Hue to 'search & destroy' ops in the boonies. The US & ARVN player can co-ordinate artillery or air strikes to support his armour and infantry (plus Air Cav & special forces). The VC/NVA will employ ambushes, underground strongholds & booby-traps to combat them.

NORWAY 1985

Last in the *WHEN SUPERPOWERS COLLIDE* series. The Soviet invasion is frozen solid, and counter-attacks by NATO guerrilla ski troops may yet save Norway - and enable the Allies to sweep the communists out of Europe!

PANZER GRENADIER

A tactical saga of an elite unit of Panzer Grenadiers fighting on dreaded Eastern front. Will they be crushed by the overwhelming Russian forces, or send the Bolsheviks scurrying back to Moscow. A simple solitaire game that's a lot of fun.

PANZERSTRIKE

Engage in highly detailed tank-to-tank and squad-to-squad combat in this high-res WW2 tactical game. Each unit is either one AFV, pak gun, or infantry squad. 50 yards per on-screen map-hex. Three theaters are covered; the entire East Front, 1940 West Front, & Africa. Included are 2 double-sided disks, and a very comprehensive weapons listing.

PHANTASIE

In this classic fantasy epic, you create a party of six adventurers, then lead them against the evil Dark Lord's minions in an effort to retrieve eight magical rings. Features six character classes, fifteen races, magic, and a detailed combat system.

PHANTASIE II

To remove an evil warlock's curse, the characters must travel through danger-filled lands & dungeons in a quest to find an ancient orb, and discover a way to destroy it. Now with missile-fire as well as enabling characters to be transferred from *PHANTASIE*, thus continuing the saga of heroic fantasy.

PHANTASIE III

(The Wrath of Nickademus)

Evil Nickademus is no longer satisfied with control of a petty island, now he wants to conquer the world! He must be stopped, and the quest to end the greedy bastard's reign of terror is yours. Includes new features such as bows, very powerful (and very nasty!) spells, damage segmented into body locations and a better experience system.

PRESIDENT ELECT

Campaign for the presidency of America during a nine week race. Using a rating system for candidates (for charisma, socio-economic views, foreign policy positions, etc) you must run a successful publicity trail (advertising, debating and kissing babies) to win the coveted seat of power in U.S. politics.

PROFESSIONAL TOUR GOLF

Excellent and realistic game of world-class golf in which you tee off against the Masters on internationally famous courses. The game mechanics include weather, handicaps, club selection, and terrain golfers both love and hate.

PRO. TOUR GOLF MODULE #1

Features two of the most famous, and humiliating, U.S. Open courses of all time - Merion and Oakmont.

QUESTRON

With the aid of the Great Book of Evil Magic, Mantor's legions have decimated the King's army. A single warrior has been selected as the last defender of the realm, and this heroic knight must travel deep into Mantor's barbaric lands and brave the dreaded dungeons to steal the Great Book.

QUESTRON II

The hero from *QUESTRON* is sent back in time, to exterminate the six mad sorcerors responsible for the creation of the Great Book of Evil Magic. This game surpasses its predecessor in graphic quality and campaign detail. The fully animated 3-D visuals represent towns, labyrinthine dungeons, the wilderness, countless characters & fierce monsters.

RDF 1985

Soviet forces have seized control of the oil-rich area along the Persian Gulf in Saudi Arabia. The U.S. responds by sending its Rapid Deployment Force. The scenario is set for game two in the *WHEN SUPERPOWERS COLLIDE* series.

REACH FOR THE STARS 3RD ED.

The best computer game ever made! For 1-4 players who must build a space empire by developing a homeworld, sending out colonists, establishing habitable planets and developing them. Security for these bases is directly tied to the procurement of technical skills (for navigation, ships & industry). There is but one obstacle to galactic domination - the other players! Colonies become the prey of fleets in a bitter contest of destruction and conquest. A much improved game with new social rules, land based armies and much more!

REALMS OF DARKNESS

Guide a band of up to eight adventurers as you explore an unknown land filled with terrible dangers and magical delights. Seven different quests. The visual presentation is superb, with hi-res graphics and imaginative designs.

REBEL CHARGE AT CHICKAMAUGA

Three level game of the South's last major offensive thrust. A two day battle in turns that represent 2 hours. With tactical and strategic maps. Uncertainty of reinforcements, historical accuracy and hidden movement make this a very tense game

REFORGER '88

NATO's annual defense exercise assuming a Soviet strike into West Germany through the Fulda Gap. Set on a tactical scale of infantry squads and individual AFVs & aircraft. With chemical and nuclear options for really megalomaniac players!

RINGS OF ZILFIN

A fiendish necromancer holds the town of Batinig in thrall. Captor of one magic ring, Dragos needs only its mate to attain invincibility. A party of intrepid adventurers must set forth on a perilous quest to find and reunite the legendary rings and depose the dark overlord. Beautiful graphics!

ROADWAR 2000

Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland, the highways are now futuristic battlefields. You are a road-gang leader who must search the ruins and locate eight federal government scientists so that they may develop a vaccine against the modern plague.

ROADWAR EUROPA

Post-doomsday Europe is held hostage by terrorists who plan to detonate five nuclear missiles across the continent. A *Rambo* clone assembles his *Mad Max* entourage of thugs & armed vehicles and goes touring in search of the warheads. The player's job is to find & disarm the weapons and then find & disarm (a disleg, a dis-head...) the evil terrorists!

ROMMEL: BATTLES FOR NORTH AFRICA

The Italian army had been routed out of Egypt; a small German force was sent to try and stem the Allied advance. For the next 2 years, outnumbered & poorly supplied, the Desert Fox out-witted & out-generalled all of his opponents. With nine scenarios - from Syria to a hypothetical invasion of Malta, and all the necessary accessories to design further engagements.

RUSSIA - GREAT WAR IN THE EAST

Detailed game of the entire war in the East. Contains several scenarios and a campaign game. Players can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.

SHARD OF SPRING

Embark on a journey of peril with five adventurers to regain the Shard of Spring, a magical artifact which has the power of eternal springtime. A deadly quest through townships (and their fearsome taverns!), the hostile wilderness and dank dungeons populated with psychopathic beasts.

SHILOH

The bloody battle of the Tennessee River at Pittsburgh Landing in the American Civil War, two murderous days that would be General Grant's first real trial by fire. Three levels of play. Strategic and tactical displays with full historical integrity.

SONS OF LIBERTY

Three epic battles of the American Revolution; 'Bunker Hill' - the first major battle, 'Saratoga' - Washington's test of skill, and 'Monmouth' - the turning point of the revolution. Three levels of play, with strategic and tactical maps.

STAR COMMAND

A special force of 8 star-troopers (with variable skill ratings & characteristics) must search for smugglers' lairs in a galaxy that spans thousands of stars! As the game proceeds, the troops may improve skills, rise in rank and collect bigger weapons. Features man-to-man or tactical starship combat and stunning graphics. The 2ND scenario involves an alien war.

STELLAR CRUSADE

Two space-nations collide in a bitter struggle for control of a resource-rich star cluster. The ingredients for success are - *Exploration*: searching for the best planets to colonise. *Build*: expanding economic strength through raw materials & production, training troops, research, and developing industry. *Conquer*: Designing starships, building fleets and preparing individually rated commanders. 7 scenarios, plus a campaign.

THE ETERNAL DAGGER

A band of eight brave (but not really smart) adventurers must search the land for the enchanted Eternal Dagger. They must use it to close the Demon Portal before the gruesome and vile undead pour out of its evil depths like a loathsome pool of ruined, twisted flesh, to overwhelm Middleworld.

USAAF

Simulates the daylight bombing raids against the industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Air Force. German military production, and the the course of the entire war, hangs in the balance.

WAR IN RUSSIA

An advanced campaign game of the East Front, from the violent blitzkrieg assaults into Russian soil by the battle-hardened Wehrmacht, to the bitter winter battles around the fringes of Moscow. Every single division in the entire campaign is included in this grand strategy simulation. Players must plan their own production schedule as well. Weekly turns

WARGAME CONSTRUCTION SET

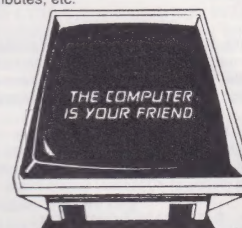
Play games that you design! Create your own battlefields, build the forces and plan a scenario where your grand armies will beat the crap out of each other. Any type of terrain can be constructed; and any period, from ancients to sci-fi, is possible

WARSHIP

Companion to *BATTLECRUISER*. Has 79 ship classes from the Allied and Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45. Ship to ship action with extremely detailed and authentic mechanics.

WIZARD'S CROWN

The Wizard's Crown has been usurped by the Wizard of Thun-der. The crown lies imprisoned behind the shattered walls of a ruined city and now eight fearless adventurers must dare the perils of this cursed domain and return with the sacred dingus. With magicspells, 5 character classes, personal attributes, etc.



	GAME TITLE (DISK ONLY!)	C-64	APPLE	ATARI	IBM	AMIGA	ST	MAC
SSI	50 MISSION CRUSH	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	B-24	\$70.00	\$70.00		\$70.00		\$70.00	
SSI	BALTIC 1985	\$70.00	\$70.00					
SSI	BATTALION COMMANDER	\$70.00	\$70.00	\$70.00				
SSG	BATTLES IN NORMANDY	\$50.00	\$50.00					
SSI	BATTLEGROUP	\$70.00	\$70.00					
SSI	BATTLE OF ANTIETAM	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	BATTLECRUISER	\$70.00	\$70.00	\$70.00				
SSG	BATTLEFRONT	\$50.00	\$50.00					
SSI	BROADSIDES		\$70.00	\$70.00				
SSI	CARRIER FORCE	\$70.00	\$70.00	\$70.00				
SSG	CARRIERS AT WAR	\$50.00	\$50.00					
SSI	COMPUTER AMBUSH	\$70.00	\$70.00	\$70.00				\$70.00
SSG	DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 1	\$50.00	\$50.00					
SSG	DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 2	\$50.00	\$50.00					
SSG	EUROPE ABLAZE	\$50.00	\$50.00					
SSI	FIELD OF FIRE	\$70.00	\$70.00	\$70.00				\$70.00
PAN	FIRE BEIGADE							\$50.00
SSI	GEMSTONE WARRIOR	\$70.00	\$70.00	\$70.00				\$70.00
SSI	GEMSTONE HEALER	\$70.00	\$70.00					
SSI	GERMANY 1985	\$70.00	\$70.00					
SSI	GETTYSBURG	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00	
SSG	HALLS OF MONTEZUMA	\$50.00	\$50.00					
SSI	KAMPFGROPPE	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00		
SSI	KAMPFGROPPE SCENARIOS	\$30.00	\$30.00	\$30.00	\$30.00			
SSI	KNIGHTS OF THE DESERT	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	MECHBRIGADE	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	NAM	\$70.00	\$70.00	\$70.00				
SSI	NORWAY 1985	\$70.00	\$70.00					
SSI	PANZER GRENADIER	\$70.00	\$70.00	\$70.00				
SSI	PANZERSTRIKE	\$70.00	\$70.00					
SSI	PHANTASIE	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00	\$70.00	
SSI	PHANTASIE II	\$70.00	\$70.00	\$70.00				
SSI	PHANTASIE III	\$70.00	\$70.00		\$70.00	\$70.00	\$70.00	
SSI	PRESIDENT ELECT	\$70.00	\$70.00		\$70.00		\$70.00	
SSI	PROFESSIONAL TOUR GOLF	\$70.00	\$70.00					
SSI	PRO. TOUR GOLF MODULE	\$25.00	\$25.00					
SSI	QUESTRON	\$70.00	\$70.00	\$70.00				
SSI	QUESTRON II	\$70.00	\$70.00		\$70.00*	\$70.00	\$70.00	
SSI	RDF 1985	\$70.00	\$70.00					
SSG	REACH FOR THE STARS 3RD EDITION	\$50.00	\$50.00		\$50.00			\$50.00
SSI	REALMS OF DARKNESS	\$70.00	\$70.00					
SSI	REBEL CHARGE AT CHICKAMAUGA	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	REFORGER 88		\$70.00					
SSI	RINGS OF ZILFIN	\$70.00	\$70.00		\$70.00		\$70.00	
SSI	ROADWAR 2000	\$70.00	\$70.00		\$70.00	\$70.00	\$70.00	
SSI	ROADWAR EUROPA	\$70.00	\$70.00		\$70.00	\$70.00	\$70.00	
SSG	ROMMEL: BATTLES FOR NORTH AFRICA	\$50.00	\$50.00					
SSG	RUSSIA: GREAT WAR IN EAST	\$50.00	\$50.00					
SSI	SHARD OF SPRING	\$70.00	\$70.00		\$70.00			
SSI	SHILOH	\$70.00	\$70.00	\$70.00	\$70.00		\$70.00	
SSI	SONS OF LIBERTY	\$70.00	\$70.00	\$70.00	\$70.00			
SSI	STAR COMMAND	\$70.00			\$70.00*			
SSI	STELLAR CRUSADE				\$70.00*		\$70.00	
SSI	THE ETERNAL DAGGER	\$70.00	\$70.00	\$70.00				
SSI	USAAF	\$70.00	\$70.00	\$70.00				
SSI	WAR IN RUSSIA		\$70.00	\$70.00				
SSI	WAR IN THE SOUTH PACIFIC	\$70.00	\$70.00					
SSI	WARGAME CONSTRUCTION SET	\$70.00		\$70.00	\$70.00		\$70.00	
SSI	WARSHIP	\$70.00	\$70.00	\$70.00	\$70.00		\$70.00	
SSI	WIZARD'S CROWN	\$70.00	\$70.00	\$70.00	\$70.00		\$70.00	

*Denotes both 3 1/2" & 5 1/4" Disks

NOTE: All SSI/IBM simulations need colour card.

ROLEPLAYING

NEW ITEMS: All new products will be marked by a dot (-) symbol besides the product's name. For example:
TS2 The Doomsday Drop • \$13.00

BOOT HILL

HISTORIC The American Wild West as portrayed in countless films and books. A good beginner's RPG from TSR.

BOOT HILL	\$30.00
Referee's Screen & Mini Module	\$10.00
BH1 Mad Mesa	\$10.00
BH2 Lost Conquistador Mines	\$10.00
BH3 Ballots & Bullets	\$10.00
BH5 Burned Bush Wells	\$11.00
BH6 Range War!	\$11.00

CALL OF CTHULHU

HORROR H.P. Lovecraft's monstrous mythos and their morbid minions plague a 1920's Earth. An atmospheric gothic-horror game of a dark and inhuman netherworld. Chaosium

CALL OF CTHULHU	\$30.00
Alone Against the Dark	\$18.00
Alone Against the Wendigo	\$16.50
Arkham Horror (Boardgame)	\$50.00
The Asylum and Other Tales	\$22.00
Cthulhu by Gaslight	\$40.00
The Cthulhu Companion	\$15.00
Cthulhu Now	\$35.00
Cthulhu Monsters Field Guide •	\$30.00
Dreamlands	\$50.00
Fragments of Fear: 2ND Companion	\$16.50
The Fungi from Yggogth	\$20.00
The Great Old Ones •	TBA
Green and Pleasant Land	\$20.00
Investigator's Kit •	TBA
Keeper's Screen	\$9.00
Lands of Mystery	\$17.00
Masks of Nyarlathotep	\$35.00
Miskatonic U. Graduate Kit	\$22.50
Nightmare in Norway	\$10.00
Shadows of Yog-Sothoth	\$20.00
The Statue of the Sorcerer & The Vanishing Conjurer	\$20.00
Spawn of Azathoth	\$45.00
Terror Australis	\$35.00
Terror from the Stars	\$15.00
Trail of the Loathsome Slime	\$10.00

CHAMPIONS

SUPERHERO Daring Do-gooders and Butch Baddies beat the crap out of each other in the endless struggle for world domination (or at least some media exposure). Iron Crown

CHAMPIONS	\$20.00
CHAMPIONS II	\$16.00
CHAMPIONS III	\$16.00
Referee's Screen & Mini Module	\$10.00
Bad Medicine for Dr. Drugs	\$11.00
Deathstroke	\$10.00
Enemies	\$10.00
Enemies II	\$10.00
Enemies III	\$10.00
Enemies: The International File •	\$10.00
Gadgets!	\$12.00
Hero Bestiary	\$12.00
Magic Items	\$14.00
Red Doom •	TBA
Primus & D.E.M.O.N.	\$10.00
Robot Gladiators •	TBA
Scourge from the Deep •	TBA
Strike Force!	TBA
Stronghold	\$10.00
Super Agents	\$20.00
Target Hero •	\$10.00
The Blood and Dr. McQuark	\$10.00
The Circle and M.E.T.E.	\$10.00
The Coriolis Effect	\$14.00
The Great Super-Villain Contest	\$10.00
V.O.I.C.E. of Doom	\$10.00
Wrath of the Seven Horseman	\$10.00

CONAN

FANTASY Join Conan as he travels fantastic lands and fights terrible creatures in his never ending search for power, wealth and extravagantly proportioned women. TSR

CONAN	\$30.00
CN1 Conan the Buccaneer	\$11.00
CN2 Conan the Mercenary	\$13.00
CN3 Conan Triumphant	\$13.00

CYBORG COMMANDO

SCI-FI In the year 2035, Earth is attacked by the Xenoborgs... our only defense is a cadre of super-soldiers who are part man, part machine. Gary Gygax's new RPG.

CYBORG COMMANDO	\$30.00
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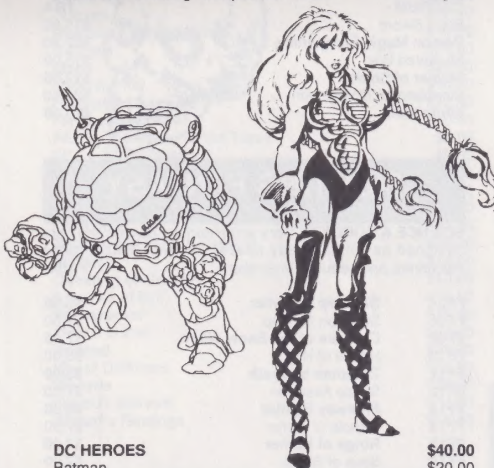
DANGER INTERNATIONAL

MODERN Spies, mercs and super-agents compete on clandestine operations in the glamorous (and nefarious), high-tech world of global espionage. Iron Crown

DANGER INTERNATIONAL	\$25.00
Border Crossing	\$10.00
S.H.A.D.O.W. over Scotland	\$12.00
Super Agents	\$20.00

DC HEROES

SUPERHERO Features the super-endowed characters from the universe of the DC Comics having the usual confrontations and 'amazing' escapes from death. Mayfair



DC HEROES	\$40.00
Batman	\$20.00
Blood Feud	\$13.00
Countdown to Armageddon	\$17.00
Don't Ask	\$14.00
Doomsday Program	\$15.00
Dream Machine	\$11.00
Element of Danger	\$14.00
Escort to Hell	\$15.00
Eternity Inc.	\$17.00
Fire and Ice	\$15.00
Four Horsemen of Apokolips	\$11.00
Hardware Handbook	\$15.00
H.I.V.E.	\$14.00
King for all Time	\$12.00
King of Crime	\$17.00
Knight to Planet 3	\$14.00
Legion of Superheroes Vol. 1	\$22.50
Legion of Superheroes Vol. 2	\$20.00
Lights, Camera, Kobra!	\$11.00
Mad Rook's Gambit	\$11.00
Night in Gotham	\$11.00
Pawns of Time	\$14.00
Project Prometheus	\$13.00
Rigged Results	\$11.00
Siege	\$13.00
The Superman Sourcebook	\$20.00
Watchmen: Who Watches the Watchmen?	\$14.00
Watchmen: Taking Out the Trash	\$14.00
Wheel of Destruction	\$13.00

DOCTOR WHO

SCI-FI From the TV series of eccentric adventurers and their exotic travels through time and space (with a strong penchant of going to places & getting into deep trouble!) FASA

DOCTOR WHO	\$27.00
City of Gold	\$17.00
Countdown	\$17.00
Cyberman	\$17.00
Legions of Death	\$19.00
Lords of Destiny	\$13.50
The Daleks	\$17.00
The Iyteen Menace	\$13.50
The Master	\$17.00
Warrior's Code	\$15.00



DUNGEONS & DRAGONS

FANTASY The beginner's version of AD&D: create the chronicles of a party of adventurers in a world of magic, monsters and fabulous treasures. TSR

D&D BASIC RULES Set 1	\$20.00
For levels 0-3 only.	
AC2 Basic & Expert Combat Screen	\$11.00
B1-9 In Search of Adventure	\$30.00
B7 Rahasia	\$13.00
B10 Night's Dark Terror	\$20.00

D&D EXPERT RULES Set 2	\$30.00
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For adventurers of levels 4-14 inclusive.	
BX1 The Islandia Campaign •	TBA
X8 Drums on Fire Mountain	\$13.00
X10 Red Arrow, Black Shield	\$20.00
X11 Saga of the Shadow Lord	\$22.50
X12 Skarda's Mirror	\$16.50
X13 Crown of Ancient Glory	\$16.50
XS2 Thunderdelf Mountain	\$13.00
O2 Blade of Vengeance	\$12.50
DA1 Adventures in Blackmore	\$20.00
DA2 Temple of the Frog	\$16.50
DA3 City of the Gods	\$17.00
DA4 The Dutchy of Ten	\$16.50



D&D COMPANION RULES Set 3	\$30.00
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For adventurers of levels 15-25 inclusive.	
CM1 Test of the Warlords	\$13.00
CM2 Death's Ride	\$13.00
CM3 Sabre River	\$13.00
CM4 Earthshaker!	\$13.00
CM5 Mystery of the Snow Pearls	\$14.00
CM6 Where Chaos Reigns	\$13.00
CM7 The Tree of Life	\$16.50
CM8 The Endless Stair	\$16.50
CM9 Legacy of Blood	\$13.00

D&D MASTER RULES Set 4	\$30.00
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For adventurers of levels 26-36 inclusive.	
AC7 Master's Players Screen	\$13.00
M1 Into the Maelstrom	\$13.00
M2 Vengeance of the Alphaks	\$16.00
M3 Twilight Calling	\$16.00
M4 Five Coins for a Kingdom	\$16.50
M5 Talons of Night	\$13.00

D&D IMMORTALS Set 5	\$30.00
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The bigger they are the harder they fall...	
IM1 The Immortal Storm	\$16.50
IM2 The Wrath of Olympus	\$16.50
IM3 The Best of Intentions	\$13.00



D&D CAMPAIGN GAZETTEERS

A very detailed campaign world series.

GAZ1	The Dutchy of Karamelkos	\$20.00
GAZ2	The Emirate of Ylaruam	\$16.50
GAZ3	The Principality of Glatril	\$20.00
GAZ4	The Kingdom of Ilerendi	\$16.50
GAZ 5	The Elves of Alfheim •	\$20.00
GAZ 6	The Dwarves of Rockhome •	\$20.00
GAZ	The Northern Reaches •	TBA
GAZ	The Five Shires •	TBA
GAZ	The Minrothad Guilds •	TBA
GAZ	The Orcs of Thar •	TBA

D&D GAME ACCESSORIES

Game playing aids for all five D&D box sets.

AC1	The Shady Dragon Inn	\$13.50
AC4	The Book of Marvelous Magic	\$20.00
AC6	Player Character Sheets	\$17.50
AC9	Creature Catalogue	\$25.00
AC10	Giants & Dragon Bestiary	\$18.00
AC11	Wonderous Inventions	\$18.50

ADVANCED DUNGEONS & DRAGONS

FANTASY Creates the exploits of a group of characters from their humble mediaeval origins to the pinnacle of social and political power in a fantastic world. **TSR**

HARDBACK RULEBOOKS

Monster Manual	\$30.00
Players Handbook	\$22.00
Dungeon Master's Guide	\$35.00
Legends and Lore	\$30.00
Monster Manual II	\$30.00
Unearthed Arcana	\$30.00
Oriental Adventures	\$30.00
Dungeoneer's Survival Guide	\$30.00
Wilderness Survival Guide	\$30.00
Manual of the Planes	\$30.00
World of Greyhawk •	TBA

DRAGONLANCE CAMPAIGN

An epic campaign of war and adventure in the land of Krynn.

DL01	Dragons of Despair	\$13.00
DL02	Dragons of Flame	\$13.00
DL03	Dragons of Hope	\$13.00
DL04	Dragons of Desolation	\$13.00
DL05	Dragons of Mystery	\$13.00
DL06	Dragons of Ice	\$13.00
DL07	Dragons of Light	\$13.00
DL08	Dragons of War	\$13.00
DL09	Dragons of Deceit	\$16.00
DL10	Dragons of Dreams	\$13.00
DL11	Dragons of Glory	\$25.00
DL12	Dragons of Faith	\$25.00
DL13	Dragons of Truth	\$18.00
DL14	Dragons of Triumph	\$22.50
DL15	The Mists of Krynn •	TBA
DL16	The World of Krynn •	TBA
Leaves from the Inn of Last Home		\$25.00
Atlas of the Dragonlance World		\$30.00
Art of the Dragonlance		\$35.00
Dragonlance Adventures		\$20.00
The Dragonlance Boardgame •		TBA
Dragonlance Graphic Novel Vol. 1		\$20.00

AD&D LOW LEVEL MODULES

N3	Adventures for characters of levels 0-4.	
	Destiny of Kings	\$16.50
N4	Treasure Hunt	\$16.50
N5	Under Illefarn	\$13.00

See 'SPECIALS LISTING' for further titles!

AD&D MID LEVEL MODULES

A1-4	Adventures for characters of levels 4-8.	
	Scourge of the Slavelords	\$30.00
C4	To Find a King	\$14.00
C5	The Bane of Liwelyn	\$13.00
C6	PGA Tournament Handbook	\$20.00
CA1	Swords of the Undercity	\$13.00
DQ1	The Shattered Statue	\$12.00
I1	Dwellers of the Forbidden City	\$10.00
I3-5	The Desert of Desolation	\$30.00
I6	Ravenloft	\$13.00
I7	Baltron's Beacon	\$13.00
I8	Ravager of Time	\$16.50
I9	Day of 'Al Akbar	\$16.50
I11	Needle	\$16.50
I12	The Egg of the Phoenix	\$25.00
OA2	Night of the Seven Swords	\$16.50
OA3	Ochimo: Spirit Warrior	\$16.50
OA4	Blood of the Yakuza	\$16.50
OA5	Mad Monkey vs. the Dragon Claws •	TBA
S1-4	Realms of Horror	\$20.00
T1-4	Temple of Elemental Evil	\$30.00

See 'SPECIALS LISTING' for further titles!

AD&D HIGH LEVEL MODULES

CA2	Adventures for characters of levels 9+.	
	Swords of Deceit	\$16.50
CB1	Conan Unchained!	\$13.00
CB2	Conan Against Darkness!	\$13.00
GDQ1-7	The Queen of Spiders	\$30.00
H1	Bloodstone Pass	\$35.00
H2	The Mines of Bloodstone	\$16.50
H3	Bloodstone Wars	\$16.50
H4	The Throne of Bloodstone •	\$20.00
I10	Ravenloft 2: Gryphon Hill	\$16.50
WG6	Isle of the Ape	\$16.00

AD&D GAME ACCESSORIES

Modules with a plethora of multi-level mini adventures or supplements with general AD&D game aids.		
	The Art of DRAGON Magazine	\$30.00
	The Art of D&D Book 2 •	TBA
	Dungeon Master's Design Kit •	TBA
	Mertwig's Maze •	TBA
REF1	DM's Screen	\$15.00
REF2	PC Record Sheets	\$15.00
REF3	The Book of Lairs	\$25.00
REF4	The Book of Lairs II	\$25.00
I13	Adventure Pack 1	\$25.00
I14	Swords of the Iron Legion •	\$16.50
OP1	Tales of the Outer Planes •	\$20.00
WG7	Castle Greyhawk	\$20.00
	World of Greyhawk (Campaign)	\$30.00
	Battlesystem Miniatures Rules	\$50.00
	Lankmar: City of Adventure	\$25.00

FORGOTTEN REALMS CAMPAIGN

A very detailed campaign world setting.

The Forgotten Realms		\$30.00
Forgotten Realms: City System •		TBA
Kara-Tur: The Eastern Realms •		TBA
FR1	Waterdeep and the North •	\$16.00
FR2	Moonshae	\$16.50
FR3	Empires of the Sands •	\$17.00
FR4	The Magister •	\$20.00
FR5	The Savage Frontier •	TBA
FR6	Dreams of the Red Wizards •	TBA
***	Ruins of Adventure •	TBA
***	Curse of the Azure Bonds •	TBA
***	Lords of Darkness •	TBA
Forgotten Realms 1989 Calendar •		TBA

ELFQUEST

FANTASY From the *ELFQUEST* comic series. A romantic world where the bloody racial war between Elf and Troll clans is the dominant theme. **Chaosium**

ELFQUEST	\$50.00
Elfquest Companion	\$15.00
Sea Elves	\$12.00
Elf Wars	\$19.00

ETERNAL CHAMPION

SCIENCE & SORCERY The Eternal Champion is a mystical hero who lives upon all planes of existence, in all ages and times. An series from the books of M. Moorcock. **Chaosium**

STORMBRINGER	\$50.00
HAWKMOON	\$55.00
CHORUM •	TBA
Black Sword	\$15.00
Demon Magic Companion	\$22.50
Shattered Isle	\$15.00
Stealer of Souls	\$12.00
Stormbringer Companion	\$22.50
White Wolf	\$20.00



FIGHTING FANTASY

SCIENCE & SORCERY Very entertaining novels that are designed as solitary-play adventures with simple game mechanics and beautiful illustrations. **Puffin**

FF04	Starship Traveller	\$5.00
FF08	Scorpion Swamp	\$7.00
FF09	Caverns of the Snow Witch	\$7.00
FF10	House of Hell	\$5.00
FF11	Talisman of Death	\$5.00
FF12	Space Assassin	\$7.00
FF13	Freeway Fighter	\$6.00
FF14	Temple of Terror	\$7.00
FF15	Rings of Kether	\$7.00
FF16	Seas of Blood	\$7.00
FF17	Appointment with F.E.A.R.	\$7.00
FF18	Rebel Planet	\$5.00
FF19	Demons of the Deep	\$5.00
FF20	Swords of the Samurai	\$6.00
FF21	Trial of Champions	\$7.00
FF22	Robot Commando	\$7.00
FF23	Masks of Mayhem	\$7.00
FF24	Creature of Havoc	\$6.00
FF25	Beneath Nightmare Castle	\$7.00
FF26	Crypt of the Sorcerer	\$7.00
FF27	Star Strider	\$7.00
FF28	Phantoms of Fear •	\$7.00



CAR WARS

CW1	Battle Road	\$6.00
CW2	Fuel's Gold	\$6.00
CW3	Dueltrack	\$6.00
CW4	Badlands Run	\$6.00
CW5	Green Circle Blues	\$6.00
CW6	Mean Streets	\$6.50

SHERLOCK HOLMES

SH1	The Black River Emerald	\$5.00
SH2	Murder at the Diogenes Club	\$5.00
SH3	Death at Appleton	\$4.50
SH4	The Crown VS. Dr. Watson	\$5.00
SH5	The Dynamiters	\$5.00
SH6	Honour of the Yorkshire Light Artillery •	\$5.00
SH7	The Royal Flush •	\$5.00

GAMMA WORLD

SCI-FI Set in America centuries after a global holocaust, in a savage world where elements of high-technology and strange mutations coexist. **TSR**

GAMMA WORLD Revised Ed.		\$35.00
GAMMARAUDEURS		\$40.00
Revenge of the Factoids •		TBA
GW1	Legion of Gold	\$10.00
GW2	Famine in Far-go	\$8.00
GW4	Mind Masters	\$11.00
GW6	Alpha Factor	\$17.00
GW7	Beta Principle	\$17.00
GW8	Gamma Base	\$17.00
GW9	Delta Fragment	\$18.50
GW10	Epsilon Cyboras	\$13.00

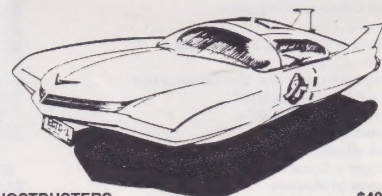
GANGBUSTERS

HISTORIC Pls, gangsters and the FBI clash in Prohibition America. Its a no-holds barred fight for wealth and power in the dangerous underworld of criminal politics. **TSR**

GANGBUSTERS		\$30.00
GB1	Trouble Brewing	\$7.00
GB2	Murder in Harmony	\$7.00
GB3	Death on the Rocks	\$7.00
GB4	Vanishing Investigator	\$8.00
GB5	Death in Spades	\$8.00

GHOSTBUSTERS

HORROR (?) A tongue-in-cheek RPG on supernatural slapstick, monstrous mayhem and spooky spoofs! Based on the movie. Who ya gonna call? **WEST END**



GHOSTBUSTERS	\$40.00
Ghost Toasties	\$18.00
Hot Rods of the Gods	\$17.00
Scared Stiffs	\$12.00

G.U.R.P.S.

GENERIC An elegant system with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to buy several games. **SJG**



GURPS BASIC SET	\$40.00
GURPS Bestiary	\$22.50
GURPS Hi-Tech •	TBA
GURPS Reference Screen •	\$12.00
Autoduel RPG	\$20.00
Battle Maps	\$14.00
Blank Maps	\$10.00
Car Warriors (Autoduel)	\$13.00
Conan - Beyond Thunder River (Fantasy) •	\$15.00
Fantasy RPG	\$20.00
Harkwood (Fantasy) •	\$15.00
Horror RPG	\$20.00
Horsecans RPG	\$20.00
Humanx RPG	\$20.00
Japan RPG (Fuedal & Fantasy) •	TBA
Man-to-man Fantasy Combat	\$20.00
Orcslayer (for Man-to-man)	\$12.00
Space RPG •	TBA
Supers RPG •	TBA
Swashbuckler (Fantasy) •	TBA
The Old Stone Fort (Horror) •	\$15.00
Time Travel RPG •	TBA
Zombietown U.S.A. (Horror) •	\$15.00

HARN

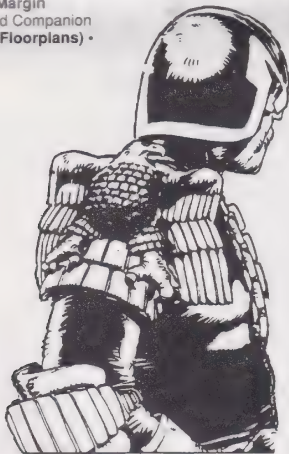
FANTASY An extensive, excellent series on the geography, history and pantheon (etc.) of the land of Harn. A huge, detailed world ideal for any fantasy campaign.

HARNMASTER	\$30.00
Araka-Kalai (for HARNMASTER)	\$22.50
Azadmere: Kingdom of the Dwarves	\$20.00
Castles of Harn •	\$30.00
Cities of Harn	\$22.50
Son of Cities	\$22.50
Encyclopedia Harnica #14, #15 & #16	(each) \$10.00
Evaal: Kingdom of the Elves	\$20.00
Gods of Harn	\$22.50
Harn	\$25.00
Ivinia: Regional Module	\$25.00
Kaldor: Kingdom Module	\$25.00
Kanday: Kingdom Module	\$20.00
Lythia: Continent Module	\$22.50
Menglana: Kingdom Module	\$25.00
Orbaal: Kingdom Module	\$22.50
Pilot's Almanac •	\$30.00
Rethem: Kingdom Module	\$20.00
Tharda: Kingdom Module	\$25.00

JUDGE DREDD

SCI-FI Post-2000AD: the cops of the sprawling Megacities are all judge, jury and executioner. These ruthless super-cops thwart the bizarre crimes in a violent future. **GAM**

JUDGE DREDD	\$55.00
Judgement Day	\$16.50
Slaughter Margin	\$45.00
Judge Dredd Companion	\$45.00
Citi-block (Floorplans) •	\$30.00



LIVING STEEL

SCI-FI Intergalactic war between the Starguild, the free Seven Worlds and Earth. A vast struggle for freedom in the galaxy where the exploits of the few do count. **Leading Edge**

LIVING STEEL	\$50.00
Operation Seven Swords	\$15.00
KVISR Rocks!	\$16.50

MARVEL SUPERHEROES

SUPERHERO The vile villains and heroic heroes of the MARVEL comics bully, batter and butcher each other mainly because Earth is such a boring planet. **TSR**

MARVEL SUPERHEROES	\$35.00
MARVEL SUPERHEROES ADVANCED	\$40.00
MA2 Avengers Coast-to-coast	\$25.00
MA3 The Ultimate Powers Book	\$27.00
MA4 The Fantastic Four	\$20.00
ME1 Cosmos Cubed •	\$13.00
ME2 Ragnarok and Roll •	\$13.00
ME3 The Left Hand of Eternity •	TBA
MH1 The Breeder Bombs	\$13.00
MH3 Murderworld!	\$13.00
MH4 Lone Wolves	\$11.00
MH5 Cat's Paw	\$12.00
MH6 Thunder Over Jotunheim	\$13.00
MH7 The Last Resort	\$13.00
MH8 Fault Line	\$13.00
MH9 The Gates of 'What If?'	\$16.00
MHAC2 Avengers Assembled!	\$12.50
MHAC3 Fold-up Figures Set	\$13.50
MHAC4 Pit of the Viper	\$12.50
MHAC6 New York, New York	\$17.00
MHAC7 Concrete Jungle	\$14.00
MHAC8 Weapons Locker	\$13.00
MHAC9 Realms of Magic	\$25.00
MHSP1 Secret Wars (Campaign)	\$13.00
MHSP2 Secret Wars II	\$20.00
MU1-4 Gamer's Handbook of the Marvel Universe •	TBA
MX1 Nightmares of Futures Past	\$17.00
MX2 The X-Potential	\$16.50
MX3 Reap the Whirlwind	\$13.00
MX4 Flames of Doom	\$13.00

MECHWARRIOR

SCI-FI A multi-star system war fought by five political factions for water and the lost technologies of the galaxy. Based on the popular **BATTLETECH** universe. **FASA**

MECHWARRIOR	\$25.00
Fox's Teeth	\$15.00
Black Widow	\$15.00
Cranston Snord's Irregulars	\$18.50
Gray Death Legion	\$17.00
Sorenson's Sabres	\$17.00
The Gallor Campaign	\$17.00

Technical Readout	\$22.50
Technical Readout #2	\$20.00
Dropships & Jumpships •	\$30.00
Mercenaries' Handbook	\$25.00
House Steiner: Lyran Commonwealth	\$30.00
House Skurita: Draconis Combine	\$30.00
House Liao: Capellan Confederation	\$30.00
House Marik: The Free Worlds League •	\$30.00
House Davion: The Federated Suns •	\$30.00

See **WARGAMES** section (**BATTLETECH**) for further titles

FANTASY MODULES

FANTASY A range of fantasy supplements and adventure modules that can be used in any fantasy RPG campaign (approved for use with AD&D™ ©& etc). **Mayfair**

Beneath Two Suns	\$14.00
Clockwork Mage	\$10.00
Contract	\$10.00
Crystal Barrier	\$14.00
Dark Folk	\$24.00
Dragons	\$20.00
Dragons of Weng Tsen	\$10.00
Dwarves	\$20.00
Elves	\$22.50
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Fantastic Treasures	\$22.50
Fantastic Treasures II	\$20.00
FEZ 1: The Valley of the Trees	\$8.00
FEZ 1: Wizard's Vale •	\$8.00
Final Challenge	\$10.00
Giants	\$20.00
Ice Elves	\$13.00
Lich Lords	\$13.50
Monsters of Myth & Legend	\$20.00
Pinnacle	\$14.00
Question of Gravity	\$10.00
Shadows of Evil	\$16.50
Shipwrecker	\$10.00
Throne of Evil	\$10.00
Undead	\$20.00
War of Darkness	\$14.00
Wizards	\$20.00
Wizard's Betrayal	\$11.00
Wizard's Revenge	\$16.50

MEGATRAVELLER

SCI-FI Basically this is a fully revised and polished edition of **TRAVELLER**. It will feature the usual plethora of supplements and modules but will be easier to digest! **GDW**

MEGATRAVELLER	\$60.00
Player's Manual	\$22.50
Referee's Manual	\$20.00
Rebellion Sourcebook •	\$22.50
Imperial Encyclopedia	\$20.00

MIDDLE EARTH

FANTASY J.R. Tolkien's beautiful, magical world of **THE LORD OF THE RINGS** is brought to vivid life and colour with this detailed, well crafted system. **Iron Crown**

MIDDLE EARTH 2ND Ed.	\$20.00
Guide Book to Middle Earth	\$15.00
LOARDS OF MIDDLE EARTH	\$20.00
Lords of Middle Earth II	\$20.00
MERP Combat Screen	\$12.00
MERP Rule Book 2ND Ed.	\$15.00
Middle Earth map: Folded	\$12.00
Minas Tirith (Hardback) •	\$30.00
Assassins of Dol Amroth	\$10.00
Bree and the Barrow Downs	\$12.00
Brigands of Mirkwood	\$12.00
Cirith Ungol & Shelob's Lair	\$12.00
Dagorlad and the Dead Marshes	\$12.00
Erech and the Paths of the Dead	\$11.00
Gates of Mordor	\$10.00
Goblins-Gate & Eagle's Eyrie	\$10.00
Haunted Ruins of the Dunlendings	\$8.50
Hillmen of the Trollshaws	\$12.00
Mouths of the Entwash •	TBA
Phantom of the Northern Marshes	\$10.50
Pirates of Pelagir	\$10.00
Raiders of Cardolan •	\$10.00
Rivendell: House of Elrond	\$12.00
Thieves of Tharbad	\$10.00
Trolls of the Misty Mountains	\$10.00
Woses of the Black Wood	\$10.00

Angmar: Land of the Witch King	\$10.00
Dunland & Misty Mountains	\$20.00
Ents of Fangorn	\$20.00
Far Harad: the Scorched Land •	TBA
Havens of Gondor	\$20.00
Isengard and Northern Gondor	\$20.00
Lorien and the Halls of the Elven Smiths	\$20.00
Lost Realm of Cardolan	\$20.00
Mirkwood: North & South (Hardback) •	TBA
Mythic Greece (Campaign) •	\$25.00
Moria: the Dwarven City	\$20.00
Northern Mirkwood	\$20.00
Rangers of the North: the Kingdom of Arthedain	\$20.00
Riders of Rohan	\$20.00
Robin Hood (Alternate RPG)	\$22.50
Sea Lords of Gondor	\$20.00
Shadows in the South •	TBA
Southern Mirkwood	\$20.00
Teeth of Mordor	\$10.00
Weather-top: Tower of the Wind	\$10.00

PALLADIUM RPG

FANTASY A fine moderate complexity alternative fantasy RPG. More detail than most small systems but doesn't try to inundate the reader with too many tables & charts. **Palladium**

THE PALLADIUM RPG	\$35.00
Monsters and Animals	\$25.00
Book 2: The Old Ones	\$30.00
Arms of Nargash Tor (Module)	\$10.00
Book 3: The High Seas	\$30.00
Magic of Palladium •	TBA

PARANOIA

SCI-FI A humorous RPG about a computer government, clones, bureaucracy, secret societies, mutants, weird inventions and robots. A fast, furious & fun game. **WEST END**

PARANOIA 2ND Ed.	\$40.00
Paranoia Book (Hardback)	\$40.00
Paranoia Book (Softback)	\$25.00
Acute Paranoia (campaign)	\$20.00
Alpha Complexities •	\$13.00
Clones in Space	\$18.50
Extreme Paranoia (Boardgame) •	TBA
GM's Screen	\$14.00
Orcbusters	\$16.00
Sand in the Clones	\$17.00
The Computer always Shoots Twice •	TBA
Vapor's Don't Shoot Back	\$14.00
Yellow Clearance Black Box Blues	\$18.00
Hill Sector Blues (Campaign)	\$20.00
Paranoia Excessory Pack	\$25.00

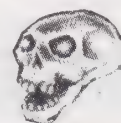


An awesome weapon of the Old Reckoning — a Hoover 216.

PENDRAGON

FANTASY King Arthur and his knightly cohorts practice chivalry and questing in mythical England. A strong medieval campaign with magic and monsters. **Chaosium**

PENDRAGON	\$50.00
Pendragon Campaign	\$22.50
Nobles Book	\$27.00
The King Arthur Companion	\$40.00
The Grey Knight	\$18.00
Tournament of Dreams	\$16.50



ROBOTECH

SCI-FI Based on the popular TV series of the exploits of several young pilots of hi-tech war machines in a bloody galactic war. Features excellent source material. **Palladium**

ROBOTECH	\$22.50
RDF Manual	\$16.50
RDF Accelerated Training Program •	\$22.50
The Zentraedi	\$16.50
Southern Cross	\$22.50
Ghost Ship •	\$15.00
The Invid Invasion •	TBA
The Sentinels •	TBA

ROLEMASTER

FANTASY A very detailed RPG set in a magical world of warriors, wizards and dark beasts. **Iron Crown**

ROLEMASTER	\$60.00
Arms Law & Claw Law	\$20.00
Character & Campaign Law	\$20.00
Creatures & Treasures	\$20.00
Rolemaster Companion	\$20.00
Rolemaster Companion II	\$20.00
Rolemaster Combat Screen	\$12.00
Spell Law	\$20.00
Cloudlords of Tanara	\$20.00
The Iron Wind	\$13.00
Shade of the Sinking Plane	\$20.00
World of Vog Mur	\$9.00
Robin Hood (Alternative RPG)	\$22.50
Mythic Greece (Campaign) *	\$25.00



RUNEQUEST

FANTASY A popular RPG with its own detailed campaign world: Glorantha! Excellent, playable game mechanics and superb background source detail. **Avalon Hill**

RUNEQUEST DELUXE	\$85.00
RUNEQUEST STANDARD	\$35.00
Runequest Player's Box	\$45.00
Apple Lane	\$21.50
Glorantha Bestiary	\$19.00
Gods of Glorantha	\$40.00
Griffin Island	\$35.00
Human Character Sheets	\$25.00
Nonhuman Character Sheets	\$25.00
Land of the Ninja	\$35.00
Monster Coliseum	\$45.00
Snake Pipe Hollow *	\$20.00
Vikings (Alternative RPG)	\$35.00
Runequest Book (Hardback)	\$35.00
Advanced Runequest Book	\$45.00
Runequest Monsters Book	\$40.00

SPACEMASTER

SCI-FI A quality RPG of a high-technology future and adventures on alien worlds. Has an extensively detailed system based upon the **ROLEMASTER** game. **Iron Crown**

SPACEMASTER	\$50.00
Spacemaster Companion	\$20.00
Future Law	\$20.00
Tech Law	\$20.00
Space Master Combat Screen *	TBA
Action on the Akaisha Outstation	\$10.00
The Cygnus Conspiracy	\$10.00
Imperial Crisis: House Devon in Turmoil!	\$17.00
Lost Telepaths	\$22.50
Beyond the Core (Campaign)	\$20.00
Tales from Deep Space *	\$10.00
League of Merchants *	TBA

STAR FRONTIERS

SCI-FI A post Sathar-war universe where multi-racial PCs adventure through space in search of action, fame, glory, romance... and lots and lots of money. **TSR**

STAR FRONTIERS	\$30.00
KNIGHT HAWKS	\$30.00
SF1 Planet of Mystery	\$10.00
SF2 Starspawn of Volturus	\$10.00
SF3 Sundown on Starmist	\$11.00
SF4 Mission to Alcazar	\$11.00
SFAD5 Bugs in the System	\$13.00
SFAD6 Dark Side of the Moon	\$13.00
SFKH1 Dramune Run	\$11.00
SFKH2 Mutiny on Eleonor Moraes	\$11.00
SFKH3 Face of the Enemy	\$13.00
SFKH4 The War Machine	\$13.00
Referee's Screen	\$6.50
Character Record Sheets	\$11.00

STAR TREK

SCI-FI Covers the Federation-era universe as based on countless TV series and several movies, but with further detail and history to enhance the campaign game. **FASA**

STAR TREK BASIC	\$13.00
STAR TREK DELUXE	\$40.00
STAR TREK DELUXE 2ND Edition *	\$50.00
Enterprise 15mm Deck Plans	\$35.00
Fed. Ship Recognition Manual	\$15.00
Klingon D-7 15mm Deck Plans	\$30.00
Klingon Ship Recognition Manual	\$17.00
Romulan Ship Recognition Manual	\$17.00
Ship Construction Manual 2ND Ed.	\$25.00
Star Fleet Intelligence Manual	\$25.00
Starship Combat Hex Grids (5)	\$15.00
Star Trek GM Screen	\$15.00
Star Trek 3 Sourcebook Update	\$15.00
Star Trek 4 Sourcebook Update	\$27.00

The Federation	\$27.00
The Klingons 2ND Ed.	\$27.00
The Orions	\$35.00
The Romulans	\$20.00

A Domsday Like Any Other	\$18.00
A Conflict of Interests & Killing Intelligence Briefing	\$27.00
A Matter of Priorities	\$15.00
Decision at Midnight	\$18.00
Demand of Honor	\$15.00
Denial of Destiny	\$12.00
Graduation Exercise	\$18.00
Imbalance of Power	\$25.00
Margin of Profit	\$17.00
Old Soldiers Never Die & The Romulan War	\$27.00
Return to Axanar & The 4 Years War	\$25.00
The Strider Incident & Defense Outpost Plans	\$25.00
Termination 1456	\$15.00
The Dixie Gambit	\$18.00
The Mines of Selka	\$18.00
The Orion Ruse	\$12.00
The Outcasts	\$15.00
The Triangle	\$25.00
The Triangle Campaign	\$17.00
Trader Captain & Merchant Princes	\$12.00
Where Has All the Glory Gone?	\$15.00
Witness for the Defense	\$12.00
The Next Generation (official TM©etc) Handbook *	TBA

STAR WARS

SCI-FI This is a great RPG for beginners who enjoy their roleplay. Features basic game mechanics with greater detail on background material. **West End**

STAR WARS	\$35.00
The Star Wars Sourcebook	\$30.00
Star Warriors (Boardgame)	\$50.00
Star Wars Campaign Pack	\$24.00
Tatooine Manhunt *	TBA
Strike Force Shantipole *	TBA
Lightsaber Dueling Pack *	TBA
Imperial Pilot & Rebel Pilot one-on-one gamebooks *	TBA
Assault on Hoth (Boardgame) *	TBA

*Armoured combat featuring Stummers and Walkers on Hoth

TEENAGE MUTANT NINJA TURTLES

SCI-FI Another post-World War III RPG, populated with some very strange denizens. Features adventures both on Earth & the far reaches of Space. Well illustrated. **Palladium**

TEENAGE MUTANT NINJA TURTLES	\$20.00
After the Bomb	\$15.00
TMNT Adventures	\$15.00
Road Hogs	\$15.00
Turtle's Guide to the Universe	\$15.00
Ninjas & Superspies *	\$30.00
Mutants Down Under * (Australian Sourcebook)	\$15.00



TOP SECRET

MODERN Recreating the exploits of secret agents and super spies... blow people away with hi-tech gizmos and go womanizing in exotic locations. **TSR**

TOP SECRET 2ND Ed.	\$40.00
TOP SECRET	\$18.00
HIGH-STAKES GAMBLE *	\$30.00
Agent Dossiers	\$10.00
Referee's Screen	\$10.00
TS1 Operation Starfire (2ND Ed.)	\$13.00
TS2 Operation Rapid Strike!	\$10.00
TS2 The Domsday Drop (2ND Ed.)	\$13.00
TS3 Lady in Distress	\$10.00
TS3 Orion Rising (2ND Ed.) *	\$13.00
TS4 Operation Fastpass	\$10.00
TS5 Orient Express	\$14.50
TS6 Ace of Clubs	\$8.00
TS8 Operation Seventh Seal	\$11.00
TSAC1 The G-4 File	\$18.50
TSAC2 Agent 13 Sourcebook *	TBA
TSAC3 Covert Operations Handbook	\$16.50
TSAC4 F.R.E.E. Lancers *	\$20.00
TSAC5 Commando *	TBA
TSAC6 Covert Operations Handbook #2 *	TBA
SOC1 The Final Bug (Solo) *	TBA

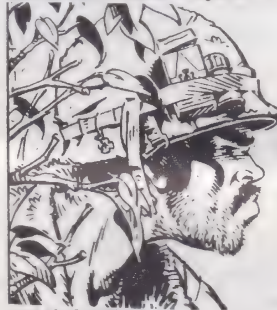
TRAVELLER 2300

SCI-FI Set after World War III, Mankind has risen from out of the ashes of global conflict and has just started to reach for the stars. The final frontier beckons... **GDW**

TRAVELLER 2300	\$45.00
Aurora Sourcebook	\$25.00
Beanstalk	\$17.00
Colonial Atlas *	\$22.50
Energy Curve	\$17.00
Kafer Dawn	\$17.00
Invasion! *	TBA
Mission Arcturus	\$15.50
Nyotekundu Sourcebook	\$22.50
Kafer Sourcebook *	\$22.50
Star Cruiser	\$50.00
Ships of the French Arm	\$25.00
2300 Vehicle Guide *	TBA
Bayern *	TBA

TWILIGHT 2000

SCI-FI Survival and conflict in Europe, the Mid East and America during the final days of World War III. PCs must learn to live in a hostile, ravaged environment. **GDW**



TWILIGHT 2000	\$40.00
Airlords of the Ozarks	\$15.00
Allegheny Uprising	\$15.00
Armies of the Night	\$15.00
Black Madonna	\$15.00
Free City of Krakow	\$15.00
Going Home	\$15.00
Kidnapped! *	\$15.00
King's Ransom	\$15.00
Pirates of the Vistula	\$15.00
RDF Sourcebook	\$15.00
Red Star, Lone Star	\$15.00
Ruins of Warsaw	\$15.00
Small Arms Guide	\$15.00
Soviet Vehicle Guide	\$15.00
Spanish Main	\$15.00
The Last Submarine *	\$15.00
Urban Guerrilla	\$15.00
US Army Vehicle Guide	\$15.00

WARHAMMER

FANTASY A gothic-horror fantasy world where darkness lingers close and the light is very feeble... **Games Workshop**

WARHAMMER	\$55.00
Warhammer Campaign (Hardback) *	\$40.00
Warhammer Character Pack *	\$20.00
Death on the Reik	\$45.00
Power Behind the Throne *	\$40.00
The Enemy Within	\$20.00
Shadows Over Bogenhafen	\$20.00
Warhammer City	\$40.00

ACCESSORIES

Three 17" x 23" Hex Sheets	\$3.50
Three Counter Storage Trays	\$3.75
28-Page Hex Sheet Pad	\$5.00
Poly Dice: 4, 6, 8, 10, 12 & 20	75c each
Gem Dice: 4, 6, 8, 10, 12 & 20	95c each
Best of Dragon Vol. #1, #2 & #3	(Each) \$8.50
Best of Dragon Vol. #4 & #5	(Each) \$11.00
Carse: Urban Aid	\$20.00
Caverns of the Dead: Boxed Module	\$12.00
Cities	\$20.00
Citybook 1: Butcher, Baker, etc.	\$30.00
Citybook 2: Port o' Call	\$20.00
Dungeon Floor Plans 1 (Rev.)	\$22.00
Dungeon Rooms	\$22.00
Dungeon Tiles (Boxed)	\$10.00
Dungeon Mapping Sheets	\$6.00
European Castles	\$13.00
Nightmare in Blackmarsh: Boxed Module	\$15.00
Role-playing Mastery: By E.G. Gygax	\$15.00
Starship's Papers (25 Page Pad)	\$4.50
Snarfquest: Graphic Novel	\$20.00
World System Data Sheet - sci-fi (25 Page Pad)	\$4.50
The Hole Delver's Catalogue	\$22.50
Town of Baldemar	\$25.00
Tulan of the Isles	\$20.00

MINIATURES RULES

WRG ANCIENT RULES

This is the revised 7TH edition Wargames Research Group's 3000BC - 1485 AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a softcover 56 page book, plus card charts. Although certainly not a complex publication, this product is the definitive set of table-top ancient rules. **\$11.00**

BATTLESYSTEM

Fantasy battle-rules, covering mass battles with powerful magic, mighty heroes and fearsome monsters. Players can use the counters provided or 25mm miniatures. One figure represents 10 or less creatures. The boxed set contains a 32 page rulebook, 2 card charts, 24 Army Roster Sheets, a 22 page scenario book, a 14 page painting guide and 800 counters (representing leaders, troops and creatures). **\$50.00**
TSR will produce supplements & modules for this product.

WARHAMMER FANTASY BATTLES

Third edition hard cover book. The most popular wargames rules covering fantasy warfare available. The rules are very detailed and have great character. Included are chariots, aerial combat, heroes, character levels, champions, Generals, Wizards, Elite units, special forces, camp followers, leadership, formations, war beasts, war engines, racial types and much, much more! Wonderfully illustrated throughout, *WARHAMMER* contains a wealth of background material. See *WARGAMES* section for supplements & modules. **\$60.00**

WARHAMMER SIEGE

140 pages, hardbound. Features rules for fortress assaults and defense for *WARHAMMER 40000* and *WARHAMMER FANTASY BATTLES RULES*. Covers everything from castle construction and structural strength to siege machines, supplies, magic and flying critters. With illustrations, colour photos, templates, 690 game markers and a scenario. **\$50.00**

COMMAND DECISION

Tactical World War II rules for combined-arms combat. This boxed set contains a 32 page rulebook (with basic and advanced mechanics), a 16 page vehicle/weapon data book (for Germany, Italy, Russia, America & England), a 28 page divisional unit organization book, a 12 page campaign book (the Stolberg Corridor) with 6 scenarios, a 4 page rules summary folder, 4 card charts, and markers. This is a very playable system for 1/285TH, 15mm and HO scale models. Illustrated with black & white photos. **\$40.00**

BASTOGNE

A West-front Campaign module for *COMMAND DECISION*. Uses strategic maps to locate the tactical engagements that will be played out as miniatures battles. 48 pages, with 16 scenarios, includes photos. **\$17.00**

COMBINED ARMS

Uses the *COMMAND DECISION* system for modern warfare. Recreates the savage combined arms actions by the hi-tech war-machines of today. For 1/285TH scale miniatures. Includes gun charts and vehicle data, organizational tables plus several scenarios. Illustrated with photos. **\$25.00**

PANZERFAUST-ARMORED FIST

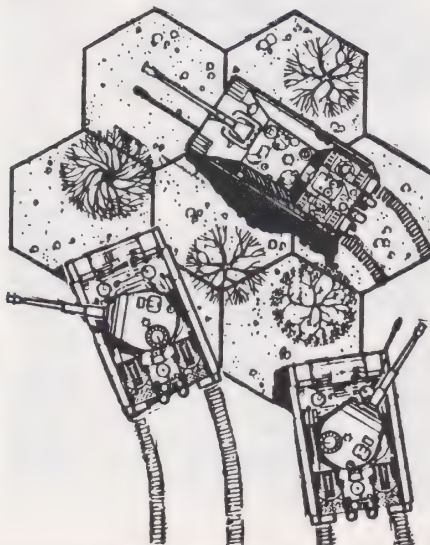
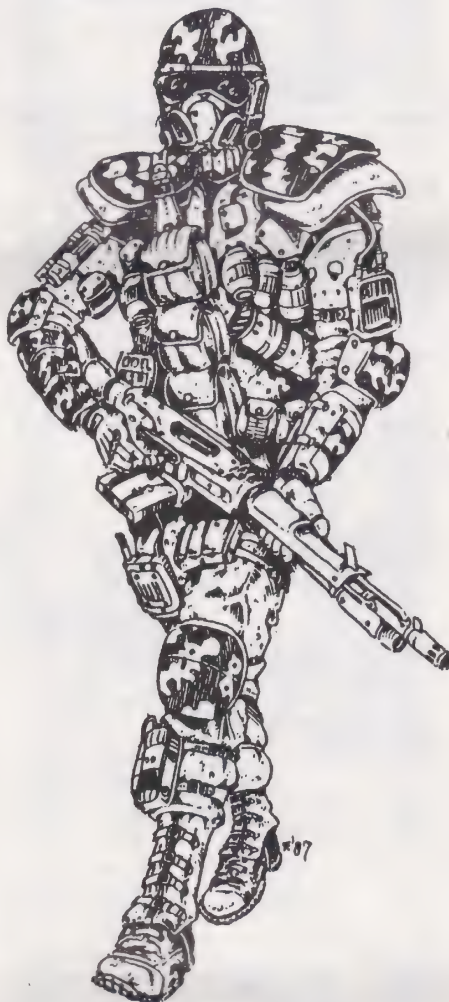
Tactical World War II miniatures rules designed in Australia. This is the 3RD, commercially printed, Edition, and can be used with 1/76ND or 1/285TH scale models. Each figure or model represents one man or vehicle, thus the game mechanics are very detailed, but the overall system present a fast moving simulation. Contains very comprehensive gun tables, vehicle charts and army lists. Covers 12 nationalities, including minor countries such as Poland, Italy, etc. The extensive mechanical and organizational background material complement this very well designed publication. **\$11.00**

CHALLENGER

Covers battlegroup level games: 1950 - 1990. One miniature represents one vehicle. For 1/285TH scale miniatures. A 66 page book with two card charts, one clear plastic template and 170 markers. These are the most popular modern miniatures rules today, with a very comprehensive system that utilizes excellent tactical detail, superbly detailed mechanics and hard military data backed with obvious dedicated study. **\$15.00**

DIGEST #2

For *CHALLENGER*: contains a compendium of vehicles, anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars and artillery from over 28 countries! Can also be used with *WRG's Modern Rules*. **\$12.00**



HARPOON

Modern naval wargames rules that pits individual vessels and a deadly entourage of support weapons in fierce tactical combat. A new boxed set with a 48 page rule book, a 64 page data annex book (covering over 200 ship & submarine classes, 130 types of helicopter & aircraft, missiles, gun systems, torpedoes, bombs, radar, sonar and more!), a 16 page scenario book, 2 card charts and 168 counters. **\$45.00**

BATTLES OF THE 3RD WORLD WAR

Supplement for *HARPOON*. Contains 14 scenarios of possible encounters in the North Atlantic during a projected global confrontation. The fleets of NATO and the USSR meet in a bitter contest for control of the ship-lanes. **\$15.00**

SHIP'S FORMS

A very detailed *HARPOON* supplement that provides record sheets and hard data on individual vessels in the NATO and USSR fleets. These stat-sheets feature only major or very common ships. Illustrated with photos. **\$15.00**

WARHAMMER 40,000

Miniatures based table-top game designed for two or more players representing the Imperium or one of its many enemies ranged against its borders. A tactical science fiction system suitable for games varying in size from simple skirmishes to full-scale engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities and bionics. There is also a very comprehensive listing of the weapons, armour, and fighting vehicles of the future. Extensive background information includes a guide and history of the galaxy plus a detailed bestiary of the bizarre beasts and aliens that inhabit the known planets. 272 pages, very well illustrated, with pull-out unit briefs, templates and record sheets. **\$55.00**

CHAPTER APPROVED

The first supplement to *WARHAMMER 40,000*. A 112 page book containing comprehensive army lists for 7 major inter-racial forces, a colour miniatures guide (with game characteristics on most figures), and a painting reference. If that's not enough, there is also a three-part 40-page campaign. Illustrated with artwork, maps and photos. **\$20.00**

WARHAMMER SIEGE

140 pages, hardbound. Features rules for fortress assaults and defense for *WARHAMMER 40000* and *WARHAMMER FANTASY BATTLES RULES*. Covers everything from castle construction and structural strength to siege machines, supplies, magic and flying critters. With illustrations, colour photos, templates, 690 game markers and a scenario. **\$50.00**

PHOENIX COMMAND

This is a revolutionary small arms combat system. Quick playing and extremely realistic, it is ideal for expanding RPG combat mechanics or for modern skirmish wargaming. Components include a sturdy 50 page rulebook, illustrated 32 page small-arms listing, 5 character sheets and 4 card charts. Boxed. A superb simultaneous fire and movement system that must be the most detailed yet playable available! **\$35.00**

CIVILIAN & POLICE WEAPONS DATA

A further listing of small-arms weapons systems as used by para-military forces, law-enforcement agencies, et al. **\$16.00**

ADVANCED COMBAT RULES

A modular, optional set of 21 new combat rules for *PHOENIX COMMAND*, including the 3-round burst, blunt trauma injury, rifle scopes, smoke, mines, evasive action and more. **\$16.50**

PHOENIX DAMAGE TABLES

Provides a very detailed, and very graphic expansion of the Hit Location and Damage system. Contains over 60 body hit locations and 4 target profiles. Not for the faint hearted. **\$13.00**

HAND TO HAND

No doubt, this combat supplement will provide rules and techniques on how to slaughter opponents and generally spread their brain-tissue over the nearest convenient surface using only the attacker's hands, feet and teeth! More family fun from *PHOENIX COMMAND*. **TBA**

JOHNNY REB

This is the second edition boxed set. Covers the American Civil War in great detail. One figure (of any scale) represents 20 soldiers, used in Regimental groups. Covers up to Corps-level engagements! This production includes an 86 page rulebook, 11 pages of scenarios, two A3 card charts and 300 cardboard counters. Well illustrated throughout. **\$45.00**

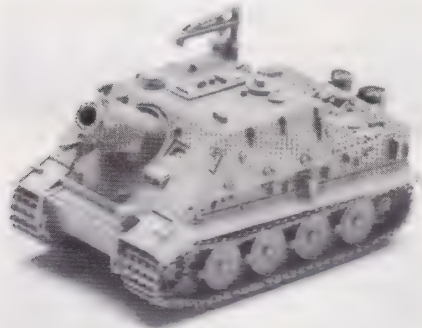
MINIATURES

GHQ MICRO ARMOR

Blister Packs: contain four or more 1/285TH scale military miniatures with superb detail! For the ASL deluxe boards.

GERMAN

GHQ1000	Infantry Company	\$15.00
GHQ1001	PAK 40 (2) and 88mm (1)	\$10.00
GHQ1002	Panzer III Platoon	\$10.00
GHQ1003	Panzer IV-H Platoon	\$10.00
GHQ1004	Panther Platoon	\$10.00
GHQ1005	StuG III-G Platoon	\$10.00
GHQ1006	Elephant Platoon	\$10.00
GHQ1007	StuH-42 (3) & PzJg IV	\$10.00
GHQ1008	251/1 Halftracks	\$10.00
GHQ1009	Infantry Support Weapons	\$10.00
GHQ1010	Tiger I Platoon	\$10.00



RUSSIAN

GHQ2000	Infantry Company	\$15.00
GHQ2001	45mm (3) & 57mm (2) 57mm ATGs	\$10.00
GHQ2002	76mm Crash Boom Artillery	\$10.00
GHQ2003	T-34/76 Model '43 Platoon	\$10.00
GHQ2004	KV-1s Fast Tank Platoon	\$10.00
GHQ2005	T-34/85 Platoon	\$10.00
GHQ2006	JS-1M Platoon	\$10.00
GHQ2007	SU-85 Tank Destroyer Battery	\$10.00
GHQ2008	ISU-122 Assault Gun Battery	\$10.00
GHQ2009	Infantry Support Weapons	\$10.00



AMERICAN

GHQ3000	Infantry Company	\$15.00
GHQ3001	Infantry Support Weapons	\$10.00
GHQ3002	M3 & M3A1 Halftracks	\$10.00
GHQ3003	M4 & M4A1 Shermans (early)	\$10.00
GHQ3004	M4A3 (75mm) & M4A3 (76mm) Shermans	\$10.00
GHQ3005	M5 & M5A1 Stuarts plus a jeep!	\$10.00

ADVANCED SQUAD LEADER: STREETS OF FIRE
Scenarios using the GHQ Micro Amor. Order of battle.

SCENARIO GHQ FORCES REQUIRED

01:	Ger: 1000; 1009. Rus: 2000; 2009.
02:	Ger: 1000; 1009. Rus: 2 x 2000; 2009.
03:	Ger: 2 x 2000; 1003; 2 x 1009. Rus: 2002, 2 x 2000; 2009.
04:	Ger: 2 x 1000; 10-05; 2 x 1009. Rus: 2000, 2 x 2003; 2 x 2009.
05:	Ger: 1000; 1001; 1009. Rus: 2 x 2000; 2 x 2003; 2 x 2009.
06:	Ger: 2 x 1000; 1002; 1003; 1008; 1009; 1010. Rus: 2 x 2000; 2001; 2002; 2003; 2009.
07:	Ger: 2 x 1000; 1007; 2 x 1009. Rus: 2001, 3 x 2000; 2 x 2004; 2009.
08:	Ger: 2 x 1000; 1006; 2 x 1009. Rus: 2001; 2 x 2000; 2 x 2004; 2009.
09:	Ger: 2 x 1000; 2 x 1004; 2 x 1009. Rus: 2 x 2000; 2001; 2005; 2009.
10:	Ger: 2 x 1000; 1001; 1007; 2 x 1009. Rus: 3 x 2000, 2 x 2006; 2007; 3 x 2009.
11:	Ger: 2 x 1000; 1001; 1004; 2 x 1009. Rus: 2 x 2000; 2 x 2008; 2 x 2009.

GRENADIER MINIATURES

We are sorry to advise our customers that current stocks of GRENADIER are low, and that our distributor is having problems with supply. We hope to rectify this situation soon and apologise for any inconvenience caused.

DRAGON LORDS BOXED SETS:

	With 25mm Miniatures.	
GRE2513	Sea Dragon	\$18.00
GRE2514	Dragonlisk	\$30.00
GRE2515	Iron Dragon	\$30.00
GRE2001	Wizards	\$22.50
GRE2005	Fighting Men	\$22.50
GRE2006	Specialists	\$22.50
GRE2010	Marsh Horrors	\$22.50
GRE2011	Orcs of the Severed Hand	\$22.50
GRE2012	Subterranean Terrors	\$22.50
GRE2013	Adventurers of the Golden Quest	\$22.50
GRE2015	Dragon Killers	\$22.50
GRE2016	Magic Users	\$22.50
GRE2017	Ninja & Samurai	\$22.50
GRE2018	Female Adventurers	\$22.50
GRE1501	Monster Manuscript Vol. 1 (A-B)*	\$22.50

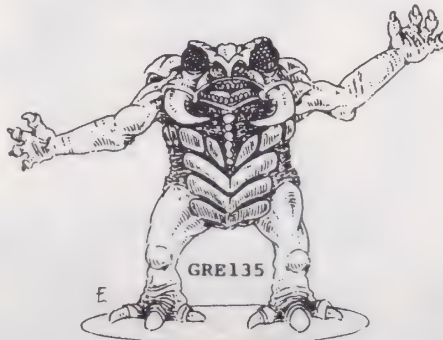
* Includes MONSTER MANUSCRIPT series Creature listing.

LORD OF THE RINGS

	Boxed Sets: 10-12 25mm figures.	
GRE7501	Fellowship of the Ring	\$25.00
GRE7502	Sauron's Dark Ones	\$25.00
GRE7503	Shelob's Lair	\$25.00
GRE7504	Hillmen of the Trollshaws	\$25.00
GRE7505	Isengard	\$25.00

FANTASY LORDS BLISTER PACKS:

	Each with three 25mm figures per pack unless stated otherwise. Please give 2ND choices!	
GRE104	Soul Searcher (2)	\$7.00
GRE105	WereBear, WereRat & WereBoar	\$7.00
GRE110	Casualties (4)	\$7.00
GRE112	Treasure Items (4)	\$7.00
GRE116	Flesh & Iron Golems	\$7.00
GRE118	Scorpions (2)	\$7.00
GRE119	Hill Giant (1)	\$7.00
GRE132	Flying Carpet with Crew	\$7.00
GRE133	Samurai	\$7.00



GRE136	Goatkin Warriors	\$7.00
GRE139	Human Captives	\$7.00
GRE141	Ogres (2)	\$7.00
GRE145	Barbarian Tribesmen	\$7.00
GRE146	Assassins	\$7.00
GRE147	Dark Evils	\$7.00
GRE148	Kobolds (4)	\$7.00
GRE154	Beauty and the Beast	\$7.00
GRE155	Orcish Giant (1)	\$7.00
GRE156	Mounted Orc Chieftan	\$7.00
GRE157	Undead Scouting Party	\$7.00
GRE158	Vikings	\$7.00
GRE159	Samurai Command	\$7.00
GRE160	Unicorn with Mounted Virgin	\$7.00
GRE161	Skeleton Ninja	\$7.00
GRE162	Skeleton Knights	\$7.00
GRE163	Black Drake	\$7.00
GRE164	Mounted Samurai & Standard	\$7.00
GRE165	Skeleton Lancers (2)	\$7.00
GRE166	War Trolls	\$7.00
GRE167	Skeleton Flyer with pilot	\$7.00
GRE168	Oriental Spearman	\$7.00
GRE169	Foot Knights	\$7.00
GRE170	Charon Boatman & victims	\$7.00
GRE171	Treeman	\$7.00
GRE172	Mounted Wraith	\$7.00
GRE173	Skeleton Samurai	\$7.00

DRAGONS BLISTER PACKS

GRE501	Pond Dragon	\$7.00
GRE502	Marsh Dragon	\$7.00
GRE503	Cliff Dragon	\$7.00
GRE504	Pet Dragon	\$7.00
GRE505	Old World Dragon	\$7.00
GRE506	Forest Dragon	\$7.00

THE UNDEAD LEGION

	25mm boxed sets - assembly required.	
GRE5501	Undead War Mammoth	\$30.00
GRE5502	Death Dragon	\$40.00
GRE5503	Undead War Chariot	\$40.00
GRE5504	Undead Death Giant	\$40.00
GRE5505	Undead Imperial Mammoth	\$40.00
GRE5506	Undead War Rhino	\$40.00

CITADEL MINIATURES

ADVANCED DUNGEONS & DRAGONS

	Blister Packs: Each pack contains three 25mm figures unless stated otherwise.	
CITADD01	Magic User	\$9.95
CITADD03	Cleric with Mace	\$5.50
CITADD04	Male Thief	\$5.50
CITADD05	Female Illusionist	\$5.50
CITADD06	Paladin	\$5.50
CITADD07	Ranger with Sword & Bow	\$5.50
CITADD08	Assassin	\$5.50
CITADD09	Druid	\$5.50
CITADD11	Female Magic User	\$5.50



CITADD31	Dwarf with Axe	\$9.95
CITADD51	Four Kobolds	\$9.95
CITADD52	Goblins	\$5.50
CITADD54	Hobgoblins	\$5.50
CITADD55	Gnolls	\$9.95
CITADD56	Two Bugbears	\$9.95
CITADD60	Norkers	\$9.95
CITADD62	Shrieker & Shambling Mound	\$5.50
CITADD71	Evil Fighter	\$9.95
CITADD72	Carion Crawler	\$9.95
CITADD75	Gorgon	\$5.50
CITADD76	Five Stirges	\$5.50



CITADD77	Umberhulk	\$5.50
CITADD80	Four Blink Dogs	\$5.50
CITADD81	Owl Bear	\$5.50
CITADD84	Beholder	\$5.50
CITADD91	Two Rust Monsters	\$9.95
CITADD93	Zombie, Shadow, Ghoul	\$5.50
CITADD94	Ghast, Wight, Lich	\$5.50

MACHINERIES OF DESTRUCTION

	Boxed Sets 25mm - assembly required	
CITMD1	Goblin War Chariots	\$18.00
CITMD2	Goblin Skull Crusher Catapult	\$30.00
CITMD3	Goblin Lead Belcher Organ Gun	\$30.00
CITMD4	Elvern Attack Chariot	\$50.00
CITMD5	Man-Mangler (Orc Mangonel)	\$30.00
CITMD6	Goblin Battle Chariots (2)	\$50.00
CITMD7	Globber: Dwarf Onager	\$50.00
CITMD8	Skeleton Warmachines (Chariot & Catapult)	\$50.00

ARCANE MONSTROSITIES

	Older Citadel Boxed Sets 25mm	
CITTA3	Orc War Wyvern and Rider	\$31.50
CITTA4	Orc War Machine with Crew	\$31.50
CITTA5	Giant War Eagle and Rider	\$34.00

DRAGONS

Boxed Sets 25mm		
CITDRAG1	Zombie Dragon	\$22.50
CITDRAG2	Blue Dragon & Sorceress	\$27.00
CITDRAG3	Green Dragon & Dwarf	\$27.00
CITDRAG4	Great Fire Dragon & Knight	\$27.00
CITDRAG5	Great Imperial Dragon	\$65.00
CITDRAG6	Orc War Wyvern	\$50.00
CITDRAG7	The Dragon Masters	\$50.00



REGIMENTS OF RENOWN

25mm WARHAMMER Sets with painting guides		
CITRRD1	Bugman's Dwarf Rangers (17 Figures)	\$50.00
CITRRD2	Skeleton Nightmare Legion (24 Figures)	\$50.00
CITRRD3	Harbath's Orc Archers (17 Figures)	\$50.00
CITRRD4	Skarloc's Wood Elf Archers (17 Figures)	\$50.00
CITRRD5	Ruglud's Armored Orcs (17 Figures)	\$50.00
CITRRD6	Ulthar's Dwarf Dragon Coy. (19 Figures)	\$50.00
CITBP3	Warhammer Fantasy Regiments (60 plastic Figures*)	\$50.00
(*10 each of Elf, Dwarf, Orc, Goblin, Dark Elf and Skaven)		

GENERAL BOXED SETS

Each with 9-12 25mm Metal Figures		
CITBC2	Monster Starter Set	\$22.50
CITBC3	Dwarf Lords of Legend	\$22.50
CITBC4	Mighty Uzeod's Commandos	\$22.50
CITBC5	Eternal Champions	\$22.50
CITBC6	Chaos Dwarves	\$22.50
CITBC7	Heroic Fighters	\$22.50

CITADEL BLISTER PACKS

Each blister pack contains 4-6 25mm miniatures

FIGHTERS

CITF1	Fighter (1)	\$2.50
CITF2	Dogs of War	\$11.00
CITF3	Barbarians	\$11.00
CITF4	Men at Arms	\$11.00
CITF5	Marauders	\$11.00
CITF6	Medieval Warriors	\$11.00
CITF7	Medieval Cavalry	\$11.00



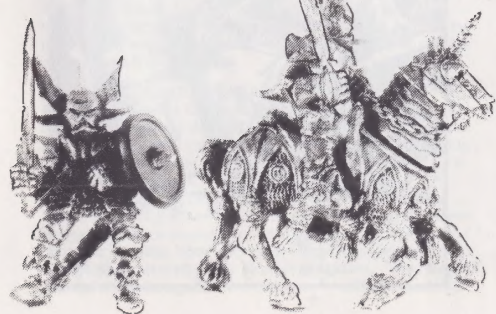
Cecil
Ogre Slayer

DWARVES

CITD1	Dwarf (1)	\$2.50
CITD2	Norse Dwarves	\$11.00
CITD3	Chaos Dwarves	\$11.00
CITD4	Dwarf Adventurers	\$11.00
CITD6	Dwarf Villagers	\$11.00

CHAOS NASTIES!

CITCH1	Single Chaos Warrior	\$2.50
CITCH2	Chaos Warriors	\$11.00
CITCH3	Chaos Champions	\$11.00
CITCH4	Chaos Beastmen	\$11.00
CITCH5	Sorcerers & Familiars	\$11.00
CITCH6	Chaos Thugs	\$11.00



ELVES

CITELF1	Elven Warriors	\$11.00
CITELF5	Elven Animal Keepers	\$11.00
CITELF6	Mounted Elven General or Wizard	\$11.00

ORCS

CITORC1	Warrior Orcs or Orc Command Group	\$11.00
CITORC2	Savage Orcs	\$11.00
CITORC4	Orc Champions	\$11.00
CITORC5	Orc Villagers	\$11.00
CITORC6	Orc Boar Rider	\$11.00



THE UNDEAD

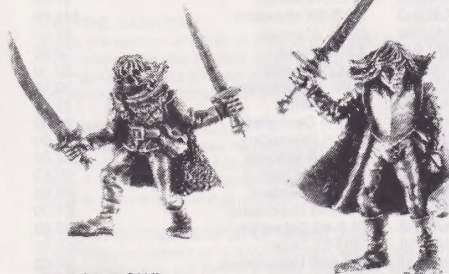
CITUND1	Undead Warriors	\$11.00
CITUND2	Skeletons	\$11.00
CITUND3	Zombies	\$11.00
CITUND4	Night Horrors	\$11.00
CITUND5	Undead Champions	\$11.00
CITUND6	Undead Cavalry	\$11.00

ORIENTALS

CITOH1	Ninja Assassins	\$11.00
CITOH2	Single Oriental Hero	\$2.50
CITOH6	Oriental Heroes	\$11.00

ETERNAL CHAMPIONS

CITEC1	Melnibonéan Infantry	\$11.00
CITEC2	Pan-Tangian Infantry	\$11.00
CITEC3	Pan-Tangian Animal Handler	\$11.00
CITEC4	Melnibonéan Personalities	\$11.00
CITEC5	Melnibonéan Cavalry	\$11.00



BLOOD BOWL

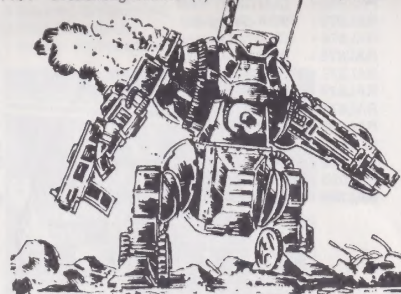
CITBB1	Ogre Player	\$9.00
CITBB2	Undead, Goblin & Skaven Players	\$9.00
CITBB3	Defenders (Various)	\$9.00
CITBB4	Human, Orc, Elf & Dwarf Players	\$9.00

IRON CLAW

CITIC101	Dwarves	\$11.00
CITIC201	Skeleton Guard	\$11.00
CITIC301	Space Pirates	\$11.00

WARHAMMER 40,000

CITRT101	Space Marines Squad	\$11.00
CITRT104	Dreadnought Armor (1)	\$16.00



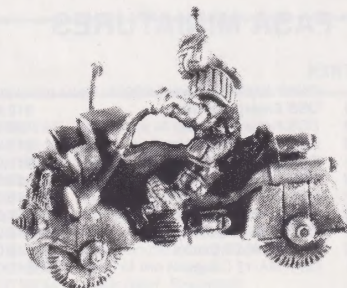
CITRT201	Space Orks Pack	\$11.00
CITRT202	Space Ork Command	\$11.00
CITRT205	Ork Assault Vehicle	\$16.00
CITRT301	Squat (Dwarves) Knot	\$11.00
CITRT302	Squat Command Group	\$11.00
CITRT303	Squat Heavy Weapons	\$11.00
CITRT401	Eldar (Space Elves) Clan	\$11.00
CITRT402	Eldar Command Group	\$11.00
CITRT501	Imperial Army Troopers	\$11.00
CITRT502	Space Mercenaries	\$11.00
CITC100S	Single Space Marine	\$3.50
CITRT403	Eldar Dreadnought & Battle Drone	\$17.00
CITRT503	Army Speeder and crew	\$17.00
CITRT105	Imperial Commander & Guard	\$12.00
CITFS32	Imperial Scout	\$12.00
CITRT304	Squat Thudd Gun	\$17.00

WARHAMMER 40,000 BOXED SETS

CITRTB1	Space Marines (30 Plastic Figures)	\$50.00
CITRTB2	Space Orks (17 Metal Figures)	\$50.00

JUDGE DREDD

CITJD1	Judge Dredd with Lawmaster	\$9.00
CITJD2	Judges on Lawmasters	\$9.00
CITJD3	Perps or Fatties	\$9.00
CITJD4(16)	Judges	\$9.00
CITJD6	Dark Judges (Fear, Fire & Mortis)	\$9.00
CITJD10	Rogue Trooper Personalities	\$9.00
CITJD11	Rogue Trooper II	\$9.00
CITJD17	Brit-Cit Judge on Lawmaster	\$9.00



DOCTOR WHO

CITDW1	Doctors - number #1, #2 & #3	\$9.00
CITDW3	Daleks (3)	\$9.00
CITDW4	The Master and Doctors #4 & #5	\$9.00
CITDW5	Ice Warriors (3)	\$9.00
CITDW6	Cybermen (3)	\$9.00
CITDW8	Davros, K-9 and a Dalek	\$9.00
CITDW9	Time Lord Characters	\$9.00

CITADEL GENERAL RANGE

CITC02	Wizard	\$2.50
CITC03	Cleric	\$2.50
CITC04	Thief	\$2.50



CITC07	Rangers	\$11.00
CITC08	High Elves	\$11.00
CITC09	Dark Elves	\$11.00
CITC10	Half Orcs	\$11.00
CITC11	Halflings (7)	\$11.00
CITC12(F)	Goblins	\$11.00
CITC13	Mounted Mix (Fantasy Cavalry)	\$11.00
CITC14	A flock of Snotlings (11)	\$11.00
CITC17	Skeletons	\$11.00
CITC18N	Night Horrors	\$11.00
CITC18Z	Zombies	\$11.00
CITC20	Troll	\$11.00
CITC21	Chaos Cavalry	\$11.00
CITC22C	Various War Hounds	\$9.00
CITC22M	Carts and Artillery - Mixed	\$11.00
CITC23	Hideous Giant Ogre	\$9.00
CITC25	Minotaur	\$9.00
CITC27	Ratman (Skaven)	\$11.00
CITC28	Giant	\$15.00
CITC29	Large Monster (ie - Manticore)	\$9.00
CITC31	Balgor or Giant Monsters	\$15.00
CITC32	Siann	\$11.00
CITC34Z	Zoat Warrior	\$11.00
CITC34F	Flying Nasties (2 critters with pilots)	\$11.00
CITC34E	Elemental	\$9.00
CITC36	Hobgoblin	\$2.50
CITC46	Militia & Travelling Players	\$11.00
CITC100C	Chainsaw Warriors (3)	\$9.00
CITL1-12	Various TALISMAN characters	\$11.00



PAINT SETS

Boxed Acrylic Colours with 12 paints.		
Color Paint Set #1		\$30.00
Color Paint Set #2		\$30.00
Monster Paint Set		\$30.00

PLASTIC FIGURES

CITBP1	25mm Miniatures in blister packs or boxed sets	
CITBP2	Skeleton Horde	\$18.00
CITPS1	Daleks & Cybermen	\$22.50
CITPS2	Psycho-Styrene Dwarves (3)	\$3.50
CITPS3	Drastik Plastic Orcs (3)	\$3.50
	WARLOCK OF FIRETOP MT. Figures	\$4.50

MIDDLE EARTH

CITME01	25mm Miniatures in blister packs.	
CITME02	Gandalf, Strider and Frodo	\$9.00
	Legolas, Gimli and Boromir	\$9.00

FASA MINIATURES

STAR TREK

FAS2501	Blister Packs with one 1/3900TH scale metal ship.	
FAS2502	USS Enterprise (New)	\$10.00
FAS2503	USS Reliant Cruiser	\$9.00
FAS2504	Klingon D-7 Battlecruiser	\$10.00
FAS2505	Romulan Bird of Prey	\$10.00
FAS2506	USS Enterprise (Old)	\$9.00
FAS2507	USS Larson Destroyer	\$10.00
FAS2508	Klingon D-10 Cruiser	\$10.00
FAS2509	Klingon D-18 Destroyer	\$10.00
FAS2510	Klingon K-23 Escort	\$10.00
FAS2511	Gorn MA-12 Cruiser	\$10.00



FAS2512	Orion Blockade Runner	\$10.00
FAS2513	Klingon L-9 Frigate	\$10.00
FAS2514	USS Loknar Frigate	\$10.00
FAS2515	Romulan Winged Defender	\$10.00
FAS2516	USS Chandley Frigate	\$10.00
FAS2517	USS Excelsior Battleship	\$25.00
FAS2518	Klingon L-42 Bird of Prey	\$10.00
FAS2519	Romulan Gallant Wing	\$10.00
FAS2520	Gorn BH-2 Battleship	\$25.00
FAS2521	USS Baker Destroyer	\$10.00
FAS2522	Romulan Nova Battleship	\$30.00
FAS2523	Romulan Bright One (2)	\$10.00
FAS2524	Klingon L-24 Battleship	\$25.00
FAS2525	Klingon D-2 Missile Ship	\$10.00
FAS2526	Romulan Whitewind	\$10.00
FAS2527	USS Northampton Cruiser	TBA
FAS2528	USS Remora Escort	TBA
FAS2529	USS Andor Missile Cruiser	TBA

DOCTOR WHO

FAS9501	TARDIS style box with 3-4 25mm figures.	
FAS9502	The Five Doctors	\$16.00
FAS9503	Sarah, Leela & Adric	\$10.00
FAS9504	Daleks	\$12.00
FAS9505	Cyberman	\$10.00
FAS9506	Brigadier & U.N.I.T. Troops	\$10.00
FAS9507	Sgt. Benton & U.N.I.T. Troops	\$10.00
FAS9508	Time Lords	\$10.00
FAS9509	Temporal Marauders	\$10.00
FAS9510	Ice Warriors	\$10.00
FAS9511	More Time Lords	\$10.00
FAS9512	Master, Davros & Dalek	\$10.00
FAS9513	Jo Grant, Romana & K-9	\$10.00
FAS9514	Even more Time Lords	\$10.00
	Sea Devils	\$10.00



RENEGADE LEGION

FAS5901	2 Metal Miniature(s) in a little plastic case.	
FAS5902	Spiculum Medium Fighter	\$10.00
FAS5903	Verutum Light Fighter	\$10.00
FAS5904	Cheetah Light Fighter	\$10.00
FAS5905	Guardian Medium Fighter	\$10.00
FAS5906	Fluttering Petal Heavy Fighter	\$10.00
FAS5907	Gladius Heavy Fighter	\$10.00
FAS5908	Martiobarbulus Heavy Fighter	\$10.00
FAS5909	Avenger Heavy Fighter	TBA
FAS5910	Lancea Light Fighter	TBA
FAS5911	Penetrator Medium Fighter	TBA
FAS5912	Space Gull Medium Fighter	TBA
FAS5913	Pilum Medium Fighter	TBA

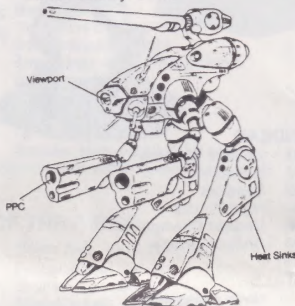
CENTURION MINIATURES

FAS •	2-4 1/285TH scale vehicles in a tiny plastic case	
FAS •	TOG Light Tank 'Aeneas'	TBA
FAS •	Ren. Light Tank 'Wolverine'	TBA
FAS •	TOG Medium APC 'Horatius'	TBA
FAS •	Ren. Medium APC 'Spartius'	TBA

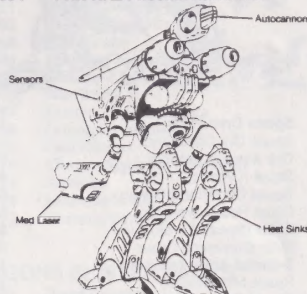
RAL PARTHA

BATTLETECH

RAL800	Blister Packs: Each contains 1 metal miniature unless stated otherwise.	
RAL806	Hex Bases (4)	\$7.50
RAL807	Hunter: 2 Missile Tanks	\$7.75
RAL808	Striker: 2 Armoured Cars	\$8.00
RAL816	Pegasus: 2 Light Hover	\$8.00
RAL822	Vedette: two 50-ton Tanks	\$10.00
RAL823	Demolisher Super Heavy Tank	\$9.50
RAL824	Kurita Infantry: 54 men	\$15.00
	Davion Infantry: 54 men	\$15.00



RAL831	STG-3R Stinger VF-1A	\$6.00
RAL832	WSP-1A Wasp VF-1S	\$6.00
RAL833	PXH-1 Phoenix Hawk	\$7.00
RAL834	CRD-3R Crusader	\$7.00
RAL835	GRF-1N Griffin	\$7.00
RAL836	SHD-2H Shadow Hawk	\$7.00
RAL837	WVR-6R Wolverine	\$7.00
RAL838	BLR-1G Battlemaster	\$7.00
RAL839	TDR-5S Thunderbolt	\$7.00
RAL840	WHM-6R Warhammer	\$9.00
RAL841	RFL-3N Rifleman	\$9.00
RAL842	ARC-3R Archer	\$7.00
RAL843	MAD-3R Marauder	\$11.50
RAL844	LCT-1V Locust	\$6.00
RAL845	AS-7D Atlas	\$9.50
RAL846	GOL-1H Goliath	\$9.50
RAL847	AWS-8Q Awesome	\$9.50
RAL848	ON1-K Orion	\$9.50
RAL849	CN9-A Centurion	\$6.00
RAL850	F59-H Firestarter	\$6.00
RAL851	VLK-QA Valkyrie	\$6.00
RAL852	CPLT-C1 Catapult	\$9.50
RAL853	PNT-9R Panther	\$6.00
RAL854	HBK-4G Hunchback	\$7.00
RAL855	OLT-4D Ostscout	\$9.00
RAL856	ZEU-6S Zeus	\$10.50
RAL857	UM-R60 Urbanmech	\$6.50
RAL858	CDA-2A Cicada	\$8.00
RAL859	SCP-1N Scorpion	\$10.50
RAL860	VTR-9B Victor	\$12.00
RAL861	JM6-S JagerMech	\$10.50
RAL862	STK-3F Stalker	\$12.00
RAL863	CP10-Z Cyclops	\$13.00
RAL864	HCT-3F Hatchetman	\$9.00
RAL865	COM-2D Commando	\$7.00
RAL866	JYN-10N Javelin	\$7.50
RAL867	ENT-4R Enforcer	\$8.50
RAL868	DRG-1N Dragon	\$10.00
RAL869	JR7-D Jenner	\$7.50
RAL870	WTH-1 Whitworth	\$8.50
RAL871	VND-1R Vindicator	\$8.50
RAL872	CLNT-2-3T Clint	\$9.00
RAL873	SDR-5V Spider	\$7.00
RAL874	OTT-7J Ostscout	\$7.00
RAL875	ASN-21 Assassin	\$8.00
RAL876	DV-6M Dervish	\$8.00
RAL877	OSR-2C Ostroc	\$9.00
RAL878	STG-AS Stinger LAM	\$8.00
RAL880	BJ-1 Blackjack	\$9.00
RAL881	CGR-1A1 Charger	\$12.00
RAL882	BNC-3E (BNC-S) Banshee	\$13.00
RAL883	WSP-10S Wasp LAM	\$9.00
RAL884	PHX-HK2 Phoenix Hawk LAM	\$10.00



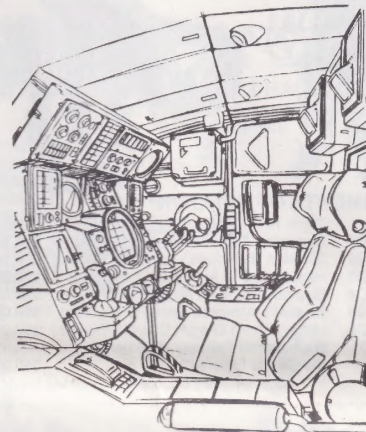
RAL885	HER-2S Hermes Mk. 2	\$8.00
RAL886	VL2T Vulcan	\$8.00
RAL887	TBT-5N Tbreuchet	\$8.00
RAL888	GHR-5R Grasshopper	\$9.00
RAL889	LGB-OW Longbow	\$10.00

BATTLETECH AIRCRAFT

RAL701	Blister Packs: 1 metal aircraft plus wire stand	
RAL702	Sparrowhawk SPR-H5 Light Fighter	\$7.00
RAL703	Corsair CSR-V12 Medium Fighter	\$8.00
RAL704	Stuka STU-K5 Heavy Fighter	\$10.00
	Samurai SL-25	\$8.00

BATTLETECH PERSONNEL

RAL900	Blister Packs: 1-4 25mm figures	
RAL901	Steiner Mechwarriors	\$8.50
RAL902	Steiner Ground Troops	\$8.50
RAL903	Steiner Aerospace Pilot	\$3.00
RAL904	Steiner Security Guard	\$3.00
RAL920	Kurita Mechwarriors	\$8.50
RAL921	Kurita Ground Troops	\$8.50
RAL922	Kurita DSA Special Forces	\$3.00
RAL923	Kurita 'Mechtech	\$3.00



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BX802	Recon Lance	\$30.00
BX803	Light Lance	\$30.00
BX804	Medium Lance	\$30.00
BX805	Fire Lance	\$35.00
BX806	Heavy Lance	\$35.00
	Assault Lance	\$40.00

BATTLETECH PAINT SETS

RAL740	Each contains six 3/4oz bottles of acrylic paint	
RAL741	Autumn Colours	\$17.00
FAS •	Summer Colours	\$17.00
	Camo Specs (Regimental paint guide)	\$10.00

TCI BATTLETECH

TCI081	Boxed sets containing two plastic kits	
TCI082	Mech kits, transfers & scenario.	
TCI083	Set 01: Shadow Hawk & Scorpion	\$18.00
TCI084	Set 02: Griffin & Locust	\$18.00
TCI085	Set 03: Thunderbolt & Battlemaster	\$18.00
TCI086	Set 04: Wolverine & Goliath	\$18.00
TCI087	Set 05: Crusader & Archer	\$18.00
TCI088	Set 06: Marauder & Ostroc II	\$18.00
TCI089	Set 07: Wasp & Wasp LAM	\$18.00
TCI090	Set 08: Stinger & Stinger LAM	\$18.00
TCI091	Set 09: Phoenix Hawk & LAM	\$18.00
	Set 10: Phoenix Hawk Fighters.	\$18.00

NIP23048	Single plastic kits	
NIP23047	Shadowhawk SHD-2D	\$4.00
	Shadowhawk SHD-2H	\$4.00



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- CITME12 Aragorn: Strider the Ranger
- CITME13 Frodo, on foot & with Pony *
- CITME15 Gimli, on foot & with Pony *
- CITME21 Boromir, standing & Mounted *
- CITME23 Rohirrim: Noble Knights
- CITME24 Gondor Citadel Guards
- CITME25 Rangers of Ithilien
- CITME32 Noldor: the Deep Elves
- CITME34 Shire Hobbits (4)
- CITME35 Beorn: man & Werebear form *



- CITME43 Half Orcs of Saruman
- CITME44 Uruk-Hai: Orc Warriors
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- CITME54 Easterling Warriors
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- CITME61 Sauron on Writhing Throne *
- CITME62 Saruman the White Wizard *
- CITME63 Lord of the Nazgul
- CITME64 Black Rider: Ringwraith
- CITME71 Corsairs of Umbar
- CITME72 Deadmen of Dunharrow
- CITME73 Barrow Wights
- CITME74 Snagga: Nasty Goblins
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DUNGEONS & DRAGONS

The following modules are available in **EIGHT** title lots for only **\$16.00**. That is, for only \$16 you can choose eight modules from the list below.

A2 THE SECRET OF SLAVERS STOCKADE

After defeating the slavers of Highport, the characters learn of the existence of another evil stronghold, this too has to be destroyed. But they must plan their assault carefully as this time the slavers are prepared! **AD&D Levels 4-7**

A3 THE AERIE OF THE SLAVERLORDS

Hot on the trail of marauding slavers, the characters plunge deep into hostile terrain seeking the heart of the slaver conspiracy. In a race against time they must destroy the slavers' organisation before it gathers strength. **AD&D Levels 4-7**

A4 IN THE DUNGEON OF THE SLAVERLORDS

Things didn't go as planned in A3, as the characters find themselves trapped (unarmed & unarmoured) in the Slave Lord's dungeons. They must find a way out and end his domination by beating the crap out of him! **AD&D Levels 4-7**

AC1 THE SHADY DRAGON INN

D&D Supplement

Over 100 pre-generated characters await gainful employment by both players and DMs alike. Each character has a brief biography, complete stats, a list of equipment and descriptions

AC2 COMBAT SHIELD

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Features a sturdy, free-standing 3-panel screen for **BASIC & EXPERT** DMs that contains important charts and rules tables. Includes a mini-adventure 'Treasures of the Hideous One'.

C2 THE GHOST TOWER OF INNERNESS

The Seer of Urnst has organised an expedition to go to the ancient ruins of keep Innerness to recover the Soul Gem. But he prudently neglects to mention that the gem is guarded by fierce beasts & very strange traps. **AD&D Levels 5-7**

EX2 LAND BEYOND THE MAGIC MIRROR

Few places are as unusual as the bizarre environment in this module. Here the delightful and the light-hearted often hide great challenges and dangers. An insane romp through the twisted imagination of E.G. Gyax. **AD&D Levels 9-12**

I2 TOMB OF THE LIZARD KING

The lands of Eor are being despoiled, a troop of fighters was dispatched to calm the populace but it was never heard of again. Now it is up to a small band of cunning adventurers to succeed where armed might has failed. **AD&D Levels 5-7**

Q1 QUEEN OF THE DEMONWEB PITS

A party of intrepid heroes have been thrust into the Abyss to face the Demon Queen and her hideous followers. A battle for their very survival ensues in the inhuman lair of Lolth, where to fail means a terrible death. **AD&D Levels 10-14**

S2 WHITE PLUME MOUNTAIN

After an absence of 1300 years, the dark wizard Keraptis has returned to dreaded White Plume Mountain, taking with him three powerful magic weapons that must be returned to their rightful owners by the characters. **AD&D Levels 5-10**

T1 THE VILLAGE OF HOMMLET

The Temple of Elemental Evil and its dark pilgrims were destroyed over a decade ago in a bloody war between the gods and demons, however nearby Hommlet still suffers from unexplained incursions by strange monsters. The temple must be cleansed again. **AD&D Levels 1-3**

UK1 BEYOND THE CRYSTAL CAVE

A reward offered for the return of two young lovers leads the PCs to the Cave of Echoes and the Enchanted Gardens. Contrary to their seemingly auspicious titles, these places have an eerie reputation for disaster. **AD&D Levels 4-7**

UK3 THE GAUNTLET

Once the symbol of order in a world of chaos, the Keep of Adlerweg is now the bastion of fell creatures. If the Keep is not retaken from its sinister occupants soon the fate of an entire nation will be forfeit to an evil power. **AD&D Levels 3-6**

UK4 WHEN A STAR FALLS

The Tower of the Heavens has all the power, glory and riches that prophecy can give, but even its day of reckoning draws near. A shooting star will shape the fates of many, but can a band of adventurers reforge destiny? **AD&D Levels 3-5**

WG4 FORGOTTEN TEMPLE OF THARIZDUN

Lord Gwaylar, leader of a Gnomish clan, enlists the help of the characters to aid him in a bitter racial war. But enemy humanoids such as Trolls, Gnolls and Ogres are a lesser worry as the real problem will be to seek out and kill their powerful leader. **AD&D Levels 5-10**

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- 3** assorted 'Best Of' Journals



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- Q Manual - Supplement
- Gold Finger - Module
- Octopussy - Module
- Dr. No - Module
- On Her Majesty's Secret Service - 4 solitaire Modules

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Our Price: **\$50.00** (with a retail value of \$230.00!)

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- Q Manual - supplement
- Gold Finger - Module
- Octopussy - Module
- Dr. No - Module
- On Her Majesty's Secret Service - 4 solitaire Modules
- For Your Information - Supplement
- Villains - Supplement
- Back of Beyond - Module
- And **FOUR** bonus items from the following listing (to be chosen at random until stocks are depleted):
- For Your Eyes Only - Module
- Gamemaster's Pack - Supplement
- Goldfinger II - Module
- Live and Let Die - Module
- Man with the Golden Gun - Module
- Thrilling Locations - Supplement
- You Only Live Twice - Module
- View to a Kill - Module

NOTE: the above **JAMES BOND** stock (except for the Rulebook) can be purchased individually for **\$7.00** per item.

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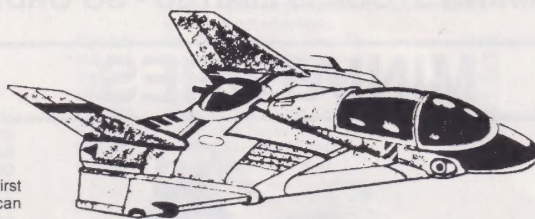
Highland Terror
Village of Twilight
Things
Vengeance of Dracula
Haunter of the Moor
Isle of the Dead
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GAME DESCRIPTIONS

BATTLE FOR NORMANDY

Either lead or face the largest amphibious force ever as the Allied armies scale Hitler's Atlantic wall. Covers the sea, land & air battles of D-Day and the following 24 days. From beach-head to breakout, the Allies must face fierce German defense.

BREAKTHROUGH IN THE ARDENNES

A detailed regimental & brigade level simulation of the Battle of the Bulge - Hitler's desperate armored thrust against tenacious U.S. opposition. Includes air & artillery support, supply, engineering, fortifications and the all-important daily weather.

COMBAT LEADER

Tactical warfare between armored vehicles and mechanized infantry, with either company, platoon or squad-level control. Features over 70 tank types - from the Tiger to M1 Abrams, hidden movement and variable terrain. A Joystick is required.

COSMIC BALANCE

Tactical space combat between individual starships, but before players can start blasting themselves into motes of spacelust they must dedicate time to perfecting a ship design that incorporates everything from power & weapons, hull-sizes, transport capacity, to shields.

CYTRON MASTERS

Future warfare where the combatants are cybernetic electronic devices - mindless drones whose only task is to ensure the complete destruction of the enemy machines. For two players or solitaire, a Joystick is required for play.

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Covers the North African Campaign from March 1941 to February 1943. A divisional & regimental scale game where the key strategies involve the capture of cities and logistical control for the fast-moving armies. Two players or solitaire.

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The onset of winter freezes the Warsaw Pact's invasion in the harsh terrain of Norway. Now is the time for NATO to blunt the success of the Soviet's earlier conquests. With ski troops making the best of the weather, the European war heats up!

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A game of an elite armored infantry regiment attached to the Grossdeutschland Panzer Grenadier Division. Features five East-front scenarios covering 1942-1944, and using everything from infantry heavy weapons to tanks and AT guns.

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TIGERS IN THE SNOW

German panzers and infantry have punched a hole in the thin Allied lines around the Ardennes forest, they charge headlong for the Meuse river in a desperate race against a lack of supplies and the growing American reinforcements.

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M32

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